

F2 Homework



Week beginning: 26/09/25

Homework is a partnership; it reinforces everything we learn in class. Our motto is practise makes permanent!

Events

Reminder

Book bags to continue to come into school daily

Book bags will be changed on Thursday and handed out on Friday

Reminder

Wow Active will take place next Wednesday. Children to arrive wearing PE kit. This is only for one week only, as it takes place with the Wow active team who come into school. We will send the Wow active activity card 1, home on Wednesday next week. (Our children always love these sessions as they have to see how many jumps etc they can do in a certain time). (KS 2 children will be recording the scores supporting our children).

PE days will take place as usual on Monday and Tuesday next week.

Forest school will take place every Friday. We will send all opal clothing home each Thursday, so children arrive in forest school clothing.

Please bring spare clothing and shoes on this day, if children need to change.



Phonics

We have learnt another 4 sounds this we
g,o,c,k

Please continue to practice these sounds at home. "Practice makes permanent"

We have assessed our children in phonics (Our midway assessments) Children are getting extra practice with a member of staff if they are unsure of any sounds, so they do not fall behind. We will send assessments home at week 6 before half term.

Reading

Next week our children will be bringing home a reading scheme book, as they will now recognise sounds to begin practicing reading words. More information to follow next week. Exciting!!!

Continue to read your book for pleasure, and record in reading records.

Maths

This week we have been counting and writing numbers 1,2,3.

We have been learning what numbers make 2 and 3

For example, 1 and 1 makes 2
1 and 2 makes 3.

Play the aiming game at home. See separate sheet.

Writing

Have a go at writing the word sat in your homework books.

Use your spelling fingers to say each sound s-a-t, sat

Use your sound mat to help you.
