



Learning Knows No Bounds

Please find some resources and ideas here to help support your child during our school closure: these resources are designed for children with a range of Special Educational Needs. Use lots of practical resources, Make it fun, use games and activities that will help your child to engage with what they are doing Plan your day so your child knows what to expect. Do not give too much information at once. Break tasks down so you don't overwhelm them.

Now and Next' Cards are really useful for children who find it difficult to focus and attend to tasks. They can be used to organise short bursts of activities into manageable chunks. Draw out two boxes and label them 'Now' and 'Next'.

.In the first box, draw a picture of the task you are going to be doing now (e.g. numbers for Maths). In the second box, draw a picture of the reward activity you are going to be doing next, when the Maths is done (e.g. a football or Lego).

4. Explain to your child that we are going to do minutes of 'Maths' now and then minutes of 'football' next.

SPEECH AND LANGUAGE: CHAT
 'how' and 'why' questions are great questions to use in conversation. You could talk about a TV programme, or something that happened during their day? Asking about 'why' and 'how' things happened are a great way to keep the conversation going.
 Have a look at an old family picture or a favourite object. You could ask everyone in the family to choose their favourite picture or object and talk about it. Encourage your child to ask questions about the picture or the story.

READING AND PHONICS:
 Talk about the book that your child is reading. Rather than just reading the words, talk about the story; what's happening, who the characters are, what they're doing, feelings about the characters etc. This is a really good way to make sure that your child understands what they are reading.
Playing with sounds: Build a tower of bricks and say 'b' for each brick Using a box make different sounds for each object you post in it such as s for sock. Play Robot talking. Speak like a robot: 3 letter words such as CAT C-A-T then put word back together.

MEMORY:
 Games to encourage your child's memory and concentration. **Tray games** Put a number of objects on a tray or table. Name each object. Cover the tray with a cloth and then remove an object. Your child has to say which object has been removed. Or: Ask your child to say, write or draw how many objects they can remember. **Patterns** Show your child three objects, letters or shapes in a row. Cover the objects and ask your child to copy the pattern from memory. Increase the number of objects as they get more confident. **Pairs** Have a number of pairs of pictures or cards face down on the table. You take it in turns to turn over 2 cards. If they match you win that pair. The winner is the one with most pairs.



ST HELENS PRIMARY

SEN Remote Learning - Special Educational Needs Ideas

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Gross Motor Skills
 Gross motor skills are the abilities required in order to control the large muscles of the body for walking, running, sitting, crawling, and other activities. Such as:
 Go for a walk, use a climbing frame in the park
 Simon says Jump up and down, hop on the spot.

FINE MOTOR SKILLS:
Fine motor skills involve the use of the smaller muscle of the hands, commonly in activities like using pencils, scissors, construction with bricks, doing up buttons and opening lunch boxes.
 Take a line for a walk – see how long the pencil can stay on the paper. Sorting – small objects such as paper clips, screws, buttons, rice, etc. Use fingers and/or tweezers to move objects.

MATHS SKILLS:
 Concentrate on one problem at a time. Use lots of visuals and physical resources that the children can move around. Include children in supporting you with everyday maths problems e.g cooking, measuring, money etc. Play board games where you can count on and back such as snakes and ladders.
 Roll the dice to count and move. Roll a dice and hop skip jump that number. Paint and hide number rocks. Paint pebbles with numbers and add or subtract or recognize the numbers.
 Set up empty plastic bottles, label them 1-10 then roll a ball to see how many you can knock over. Add up the scores of knocked over bottles to get your score!!