



# MOORTHORPE PRIMARY SCHOOL

## REMOTE LEARNING TIMETABLE - Year (4 adapted)

	Phonics / Spelling & Grammar	English 	Active break	Maths Recall	Maths 	Active break	Wider Curriculum 	Reading
Day 1	<a href="#">Phonics games</a>	<a href="#">To listen to a story</a>	<a href="#">Just dance</a>	Times table rockstars	<a href="#">Shapes</a>	<a href="#">Cosmic yoga</a>	Origami (use sheet provided in your pack)	<a href="https://www.oxfordowl.co.uk/?sell_language=en&amp;mode=hub">https://www.oxfordowl.co.uk/?sell_language=en&amp;mode=hub</a> Class: Username: Year 4 MPS Password: Moorthorpe4
Day 2	Spelling shed assignment	<a href="#">To tell a story from memory</a>	<a href="#">P.E. with Joe</a>	Maths shed	<a href="#">Shapes</a>	<a href="#">Just dance</a>	<a href="#">Choose an art hub drawing. Can you do two?</a>	<a href="#">Monster reading</a>
Day 3	<a href="#">Phonics games</a>	<a href="#">To describe a character</a>	<a href="#">Cosmic yoga</a>	Times table rockstars	<a href="#">Shapes</a>	Go for a walk and count how many dogs you can see.	<a href="#">An introduction to paper crafts</a>	<a href="#">Choose a free story to read</a>
Day 4	Spelling shed assignment	<a href="#">To use coordinating conjunctions</a>	<a href="#">Just dance</a>	Maths shed	<a href="#">Shapes</a>	<a href="#">P.E. with Joe</a>	<a href="#">Exploring paper crafts</a>	<a href="#">Find a magical story!</a>
Day 5	<a href="#">Phonics games</a>	<a href="#">To make inferences</a>	How many push ups can you do?	Times table rockstars	<a href="#">Shapes</a>	How long can you jog on the spot for?	<a href="#">Pulse and body</a>	<a href="#">Monster reading</a>



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Day 6	<a href="#">Phonics games</a>	<a href="#">To box up for purpose</a>	<a href="#">Cosmic yoga</a>	Maths shed	<a href="#">Shapes</a>	<a href="#">Just dance</a>	<a href="#">French months</a>	<a href="https://www.oxfordowl.co.uk/?sell_language=en&amp;mode=hub">https://www.oxfordowl.co.uk/?sell_language=en&amp;mode=hub</a> Class: Username: Year 4 MPS Password: Moorthorpe4
Day 7	Spelling shed assignment	<a href="#">To explore how the writer makes a problem matter</a>	<a href="#">Just dance</a>	Times table rockstars	<a href="#">Shapes</a>	<a href="#">P.E. with Joe</a>	<a href="#">What makes something pure?</a>	<a href="#">Monster reading</a>
Day 8	<a href="#">Phonics games</a>	<a href="#">Problem part 1</a>	<a href="#">Wake up shake up</a>	Maths shed	<a href="#">Shapes</a>	<a href="#">Cosmic yoga</a>	<a href="#">Who was a great king?</a>	<a href="#">Choose a free story to read</a>
Day 9	Spelling shed assignment	<a href="#">Problem part 2</a>	<a href="#">Just dance</a>	Times table rockstars	<a href="#">Shapes</a>	<a href="#">Just dance</a>	<a href="#">The holy book of Islam</a>	<a href="#">Find a magical story!</a>
Day 10	<a href="#">Phonics games</a>	<a href="#">Problem part 3</a>	Go for a walk with your family. Can you find any ducks to feed?	Maths shed	<a href="#">Shapes</a>	How many sit ups can you do?	<a href="#">What is in a packed lunch?</a>	<a href="#">Monster reading</a>