

Try a little discovery

One activity from each of the eight Brackenquill learning packs. This sampler has 11 pages: this guide, eight activities, and two pages of answers.

1. Farmyard First Numbers (ages 4-6)
2. Seaside Shapes & Patterns (ages 4-6)
3. Woodland Letters & Listening (ages 4-6)
4. Little Countryside Reading Club (ages 6-8)
5. Garden Science Detectives (ages 5-8)
6. Everyday Time & Measures (ages 6-8)
7. Village Shop Money Maths (ages 6-8)
8. Story Trails & Map Makers (ages 6-8)

A grown-up can read aloud. Talk, point, draw, type or dictate. Ages are a guide. Print only what you need on A4 paper; no diagram needs real-size measuring. These are supplementary activities, not a full curriculum or a phonics scheme.

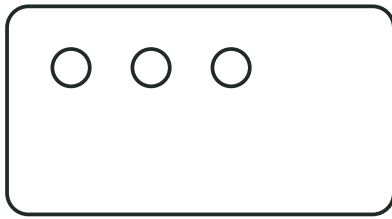
Owner review edition. A free customer sampler is proposed, but not publicly launched. Answer notes refer to activity numbers 1-8 in the list above.

ACTIVITY 1 / EARLY MATHS

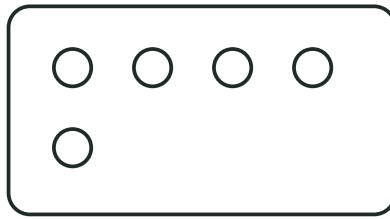
Meet the counting baskets

Today I can: Count each object once.

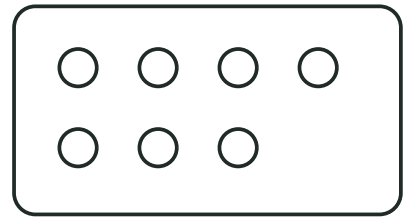
Touch each dot as you count. Each dot stands for one apple.



A



B



C

1. How many apples are in basket A?

2. How many are in basket B?

3. How many are in basket C?

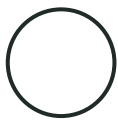
4. Draw a basket with 4 apples.

ACTIVITY 2 / SHAPE AND REASONING

Shape spotters

Today I can: Recognise circles, triangles, squares and rectangles.

These are flat shapes. Say their names together.



A



B



C



D

1. Which labelled shape is a circle?

2. Which labelled shape has 3 straight sides?

3. Which labelled shape is a square?

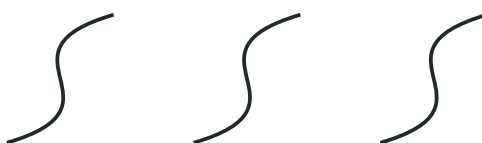
4. Which labelled shape is a non-square rectangle?

ACTIVITY 3 / LANGUAGE AND LISTENING

Listen on a woodland walk

Today I can: Attend to and describe sounds.

Imagine a woodland, or listen from a safe place with a grown-up. No outdoor visit is needed.



1. Name or draw one quiet sound you might hear.

2. Name or draw one louder sound.

3. Make a sound for someone to copy. Take turns.

4. Which sound did you enjoy? Tell someone why.

ACTIVITY 4 / READING AND COMPREHENSION

The missing scarf

Today I can: Retrieve details from a short fictional story.

FICTION: Nell took a red scarf to the park. She hung it on a low branch while she ate an apple. A gust of wind blew it onto the bench. Nell looked under the tree first. Then she saw the scarf beside her bag.

1. What colour was the scarf?

2. Where did Nell put the scarf first?

3. What moved the scarf?

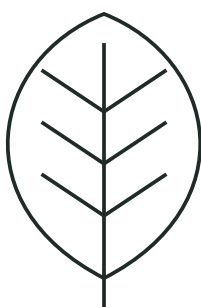
4. Where did Nell find it?

ACTIVITY 5 / OBSERVATION AND ENQUIRY

Look like a scientist

Today I can: Distinguish noticing from guessing.

Imagine or look at a leaf with a grown-up. Leave plants where they grow. You can use the drawing above.



1. Draw one thing you can actually see.

2. Describe its edge using words or marks.

3. Write or say one question about it.

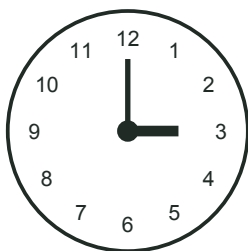
4. Which is an observation: "It has a line" or "It is happy"?

ACTIVITY 6 / TIME AND MEASUREMENT

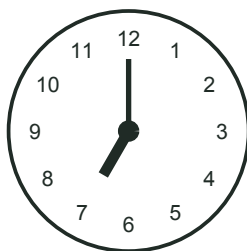
O'clock explorers

Today I can: Read whole hours on an analogue clock.

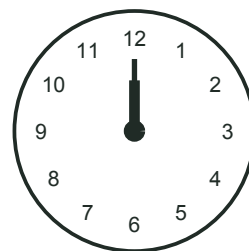
At o'clock, the minute hand points to 12. The shorter hand shows the hour.



A



B



C

1. What time does clock A show?

2. What time does clock B show?

3. What time does clock C show?

4. Which hand points to 12 at every whole hour?

ACTIVITY 7 / MONEY AND PROBLEM SOLVING

Pence and pounds

Today I can: Understand simple UK money notation.

100 pence make 1 pound. We write p for pence and £ for pounds. The diagrams use labelled practice tokens, not pictures of real coins.

1. How many pence make £1?

2. Write 5 pence using p.

3. Write 2 pounds using the pound sign.

4. Does a bigger practice token necessarily have a higher value?

ACTIVITY 8 / WRITING AND SIMPLE MAPS

Meet the village map

Today I can: Use a simple grid and key.

This is an imaginary map viewed from above. Columns run A-C from left to right; rows run 1-3 from bottom to top.

	A	B	C
3	Tree	Hill	Tower
2	Bench	Shop	Garden
1	Pond	Gate	House

1. What is at A1?

2. What is at C3?

3. Give the grid reference for the shop.

4. Give the grid reference for the tree.

GROWN-UP NOTES

Sampler answers

1. Farmyard First Numbers

- 1) 3
- 2) 5
- 3) 7
- 4) Accept any basket containing exactly 4 distinct apples.

2. Seaside Shapes & Patterns

- 1) A
- 2) B: triangle
- 3) C
- 4) D

3. Woodland Letters & Listening

- 1) Open response: for example rustling leaves. Accept any sensible imagined or real sound.
- 2) Open response; compare relative loudness, not a fixed answer.
- 3) Adult observes listening and turn-taking.
- 4) Personal response. No right or wrong preference.

4. Little Countryside Reading Club

- 1) Red.
- 2) On a low branch.
- 3) A gust of wind.
- 4) On the bench, beside her bag.

GROWN-UP NOTES

Sampler answers

5. Garden Science Detectives

- 1) Open observation based on the chosen leaf or diagram.
- 2) Accept accurate description, e.g. smooth or notched, according to the chosen leaf.
- 3) A relevant question, e.g. Why are there lines?
- 4) It has a line. Happy is not something established by looking at the leaf.

6. Everyday Time & Measures

- 1) 3 o'clock
- 2) 7 o'clock
- 3) 12 o'clock
- 4) The minute hand, normally the longer hand.

7. Village Shop Money Maths

- 1) 100p
- 2) 5p
- 3) £2
- 4) No. Read its label. Real coin size also does not simply increase with value.

8. Story Trails & Map Makers

- 1) Pond
- 2) Tower
- 3) B2
- 4) A3