

1. ZOOM, ZOOM,  
ZOOM, ZOOM!



CLICK ON  
THE  
HEADPHONES  
AND LET THE  
SONG SET  
YOU UP FOR  
THE DAY

HERE IS A READING/LISTENING ACTIVITY THAT THE SPANISH DEPARTMENT USE TO MAKE SPELLINGS MORE FUN AND ENGAGING. CLICK ON THE LINK ABOVE TO WATCH HOW TO PLAY AND USE THIS [LINK](#) TO ACCESS THE TEMPLATE



ARI, IN YEAR 6 HAS BEEN GETTING HER CLASS MOVING. HERE IS A LINK TO A **HAPPY WALK** WHERE YOU CAN WALK A MILE WITH YOUR CLASS IN THEIR LIVING ROOMS AND GET THOSE STEPS UP IN UNDER 20 MINUTES! CAN BE DONE IN YOUR REGISTRATIONS OR A BRAIN BREAK.



ANNIE, IN YEAR 4 HAS INTRODUCED **ACTIVE ARCADE**, AS A BRAIN BREAK. IT IS A FREE DOWNLOADABLE APP THAT CAN HAVE SINGLE OR MULTIPLAYER; YOUR BODY IS USED AS THE GAME CONTROLLER. CHILDREN ARE AUTOMATICALLY RECORDED WHILST PLAYING SO THEY CAN SHARE THEIR VIDEOS WITH YOU ON GOOGLE CLASSROOM.



BEN, IN YEAR 3 HAS A DAILY GAME OF **WORDLE** WITH HIS CLASS. TRY TO FIND THE 5 LETTER WORD OF THE DAY. 158,000+ POSSIBILITIES, SIX ATTEMPTS. YOU'LL NEED TO BE 'LUCKY', TO HAVE THE 'CHANCE' AT POSSIBLE 'GLORY'. USE IT DAILY WITH YOUR CHILDREN. ALL RULES ARE EXPLAINED ON THE WEBSITE



LIZZIE, IN YEAR 1 HAS BEEN USING THE APP **WORDWALL** WITH HER CLASS. JUST PICK A TEMPLATE, INPUT THE CONTENT AND THEN YOU CAN CHOOSE TO PLAY THE GAMES ON SCREEN OR THEY CAN ALSO BE PRINTED OFF. THERE ARE 18 DIFFERENT GAMES TO BE PLAYED.



WE HAVE SEEN **CHATTERPIX** USED IN A TEACHEET. DOWNLOAD IT ONTO YOUR PHONE AND TURN ANY INANIMATE OBJECT INTO AN ACTIVE SPEAKER. CAN USE IT AS PART OF A HOOK OR JUST AS A WAY TO ASK QUESTIONS. HERE'S JOSE WITH A **PRACTICE QUESTION**.