

Reception Lesson Plan: *Cambridge Punting*




Cambridge Children's Books

Whole class input:

Look through the book together, focussing on the illustrations.

Make links to the children's own experiences of the local area: *What do you already know about Cambridge? What might you expect to see or do when you visit a city? Have you ever seen punts on the river, or been punting yourself? What else might you expect to see by the river?*

Read the book to the children. Continue with either the Phase 3 or Phase 4 phonic game below:

 <p>Phase 3 Play Cross the River with Phase 3 words from the book: fun, sit, cat, pet, cow, tell, car, boat, deep, down Phase 2 and 3 tricky words in Cambridge Punting: are, you, they, into, the, to</p> <p>Use a blue cloth as a river. Give children a word card each to read (see printable). When you sound talk a word, can they blend it together? If they have that word on their card, can they jump across the river? Swap word cards and repeat.</p>	<p>Phase 4 Teach children how to read words with adjacent consonants. Use sound buttons underneath the letters.</p> <p>Play bingo (choose between the bingo cards with photos or words – see printable). The words on the bingo cards match the Phase 4 words in the book:</p> <table border="1" style="margin: 10px auto; border-collapse: collapse; text-align: center;"> <tr> <td>punt</td> <td>end</td> <td>best</td> <td>spot</td> <td>swim</td> <td>bank</td> </tr> <tr> <td>flat</td> <td>left</td> <td>step</td> <td>help</td> <td>sleep</td> <td>bump</td> </tr> <tr> <td>platform</td> <td>strong</td> <td>truck</td> <td>fact</td> <td>grass</td> <td>splash</td> </tr> </table> <p>Show flashcards of the Phase 4 tricky words in Cambridge Punting: have, some, one, there (see printable). Show the final illustration with the man falling into the water: Shared write 'Help! I will slip in!' on a speech bubble.</p>	punt	end	best	spot	swim	bank	flat	left	step	help	sleep	bump	platform	strong	truck	fact	grass	splash
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Classroom Activities:

<p>WATER/SAND TRAY <i>'A punt is a flat, wooden boat.'</i> Include laminated copies of the first illustration which shows the cutaway of the riverbed (see printable).</p> <ul style="list-style-type: none"> Have a selection of materials for the children to test which float or sink. Which materials are your toy boats made from; are any of them wooden? Can you make a punt from wooden lolly sticks that will float in the water? 	<p>FUNKY FINGERS <i>'The punt can go up or down the river and turn left or right.'</i></p> <ul style="list-style-type: none"> Fill ziplock plastic bags with blue food colouring and washing up liquid, and include a small plastic or laminated boat. Clip the bag over a piece of card showing either dotted lines or letters. Can you use your funky fingers or a lolly stick to push the boat in different directions? (see video) Can you cut along the dotted lines towards the punt? (see video and printable)
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<ul style="list-style-type: none"> Set the sand tray up as a riverbed, with branches, plants, pebbles and 'litter'. What can you find on the riverbed? How could you sort the items you find? 	<ul style="list-style-type: none"> Have a selection of narrow willow leaves made from green paper, tissue paper or card, and green pipe cleaners, twine or ribbon. Can you punch holes in the leaves and thread them onto a branch? (see video) Can you roll the playdough into a long thin punting pole? Can you press the playdough into a flat punt? Press wooden lolly sticks into the playdough punt to make an imprint of the wooden slats (see video).
<p>PAINTING</p> <ul style="list-style-type: none"> Have a selection of watercolour paints, mixing trays, thick and thin brushes and sponges. Can you paint a river scene? Once the paintings are dry, use black inked pens to add detail. Have pencils and tracing paper or thin white paper available for children to trace an illustration from <i>Cambridge Punting</i>. 	<p>ROLE PLAY:</p> <ul style="list-style-type: none"> <i>'You can stop under a tree and have a picnic'</i> Set up a picnic blanket, basket, cutlery and toy food. You could also include toy guitars, fishing rods or balls. Put out a selection of hats, sunglasses or masks (which could include the Cambridge cows!) for the children to role play a summer scene. Opportunity for writing: What might be in the picnic basket? Can you write the initial sound for each item? (see video) If this lesson fits in with wider learning about the local area and the city of Cambridge, have tickets for punters to sell to tourists (see printable). Lay out a trail of photographs or pictures of different buildings in Cambridge for a group of tourists to pass, led by the punter. Can the punter tell interesting facts in their loudest expressive voice?
<p>MATHS: Number <i>'You might bump into someone. You might slip... splash!'</i> Place a sparkly blue cloth onto the table to represent the water, shallow tubs to represent punts and plastic or wooden people (see video).</p> <ul style="list-style-type: none"> Roll the die. Can you place the correct number of people in a punt? Can you sit them in pairs (even numbers)? Pick a number tile/card above 6 and place the matching number of people on the punt. Roll the die. Can you knock that many people out of the punt and into the water? Can you write a calculation to show how many people are left on the punt? <p>Position <i>'Can you spot a cat?'</i></p> <ul style="list-style-type: none"> Have a laminated illustration of the Bridge of Sighs and some plastic animals (see video and printable). Can you place an animal on the picture and describe its position, for example, under the bridge, in the river, next to the tree? You could play this as a barrier game with a partner. Take it in turns until all the animals are placed on the picture. Take the barrier away. How well do your pictures match? 	<p>SENSORY BOTTLES Fill a sensory bottle with blue bubbly water and small plastic toys of the animals, people or objects the children can find within the illustrations, or additional items that they might find along a river (see video).</p> <p>For example, cow, dog, cat, man, hat, fish</p>