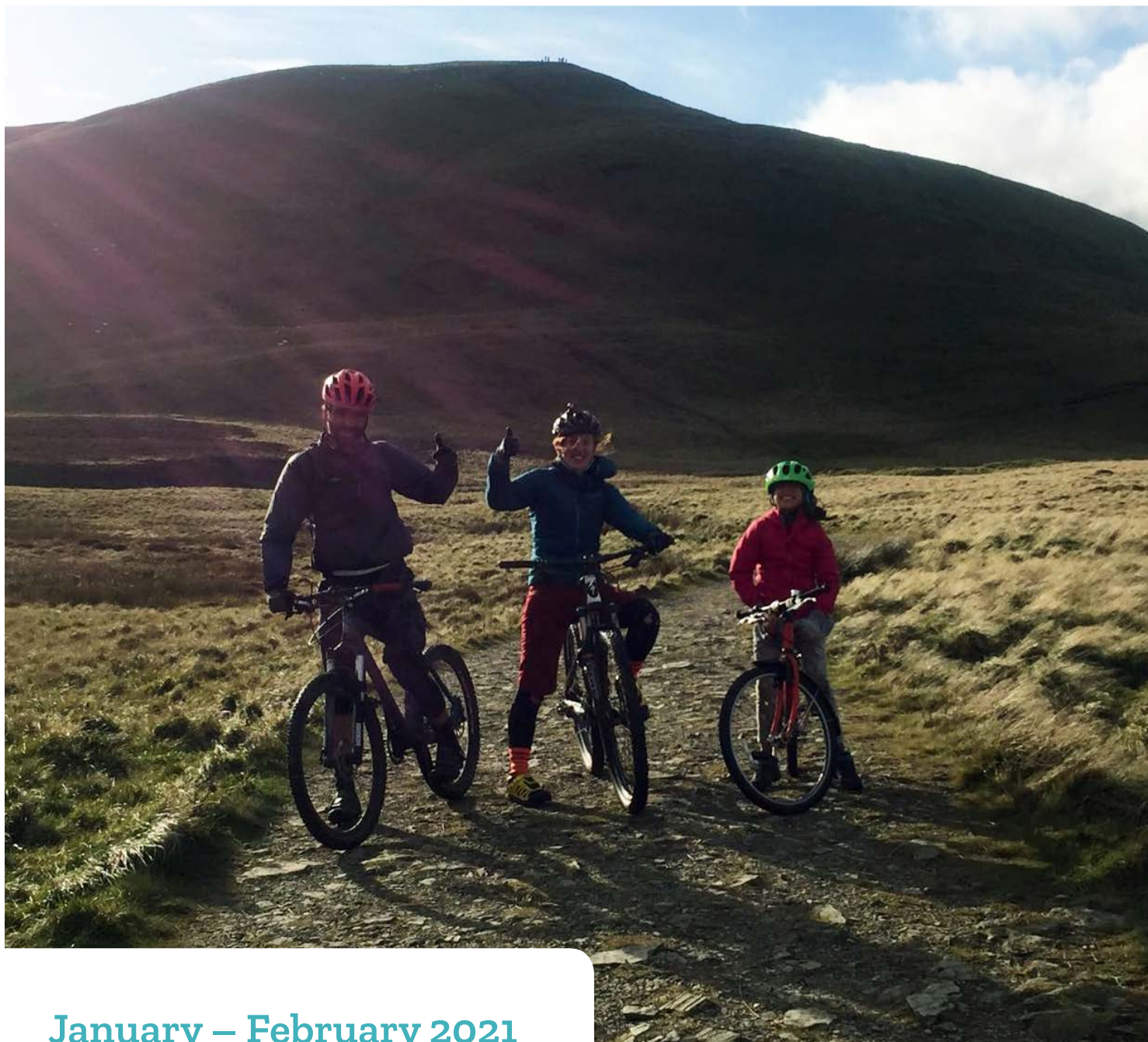


Scotland Learns

Overview of learning activities

13 January 2021



January – February 2021

Education Scotland continues to develop a resource bank of learning activities. This is intended to support teachers and practitioners to deliver planned learning experiences to children in schools, early learning and childcare establishments or while children are learning at home and not in their usual setting.

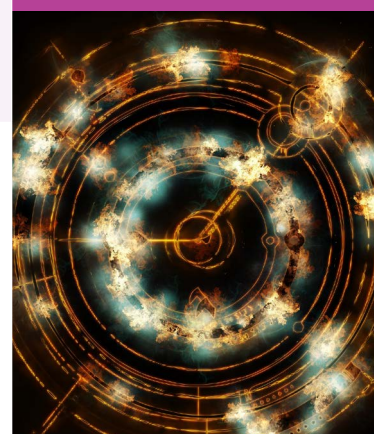
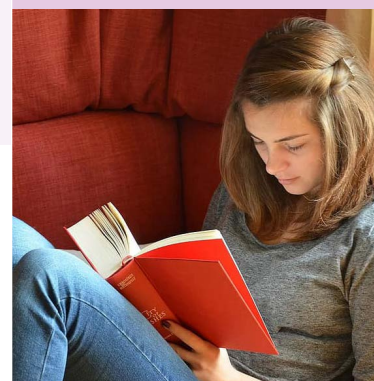
This overview of activities focuses on literacy and English, numeracy and mathematics, health and wellbeing for broad general education and activities to support cross-curricular learning. You may find this helpful when planning children's and young people's learning for academic year 2020-21.

Learning activities

	Early level	First level	Second level	Third/fourth level
1.	Explore stories and experiences through role play	Explore examples of drama and use this developing knowledge when creating texts	Create texts for use in dramatic productions, and develop understanding of format and layout of scripts	Explore differences in impact from poetry and prose to develop an understanding of language and word choice, and how these are used in prose
2.	Explore a range of texts and language games to develop an awareness of rhyme	Engage children to enjoy poetry and develop their understanding of poetry structures	Engage children in poetry and develop their understanding of literal, inferential and evaluative responses	Develop an understanding and awareness of the impact of language used in poetry
3.	Develop an awareness of sounds, letters and words through stories and games	Explore a variety of texts to support the development of spelling and vocabulary	Create texts which influence the reader, taking account of appropriate use of spelling grammar and punctuation	Develop skills in understanding and engaging with prose
4.	Explore a range of non-fiction text to research and develop an area of interest	Explore features of non-fiction texts using music and art as a creative stimulus	Provide children with opportunities to express their opinion and/ or emotional responses to art and music. Focus on tools for writing and organising and using information	Develop an understanding of the use of non-fiction text in a variety of settings
5.	Explore a range of materials for mark making and writing to record experiences, ideas and information	Develop an understanding of the features of functional texts and create functional texts	Develop further an understanding of the features of functional texts and organise ideas and information to create functional texts. Focus on layout and presentation to engage the reader. For example, headings, bullet points and captions	Continue to develop thinking and learning about texts which have a functional purpose
6.	Use environmental print to develop an awareness of letters and words	Explore and create texts to support understanding of spelling and grammar	Encourage children to create and generate texts in a variety of creative formats	Develop skills in producing work which is broadly creative in its purpose



Literacy and English

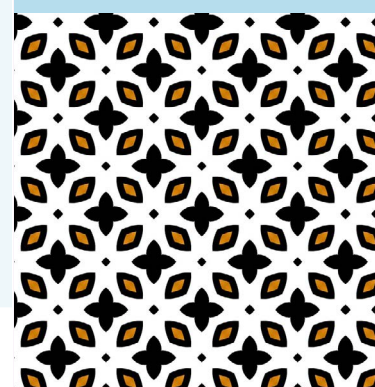


Learning activities

	Early level	First level	Second level	Third/ Fourth level
1.	Identify, describe and create symmetrical pictures with one line of symmetry	Create, identify and recognise symmetrical pictures, patterns and shapes	Identify and illustrate line symmetry on a wide range of 2D shapes and apply this understanding to complete a range of symmetrical patterns	Identify and illustrate the lines of symmetry for a range of 2D shapes and apply this understanding to create and complete symmetrical pictures and patterns
2.	Use the correct coins to pay for items up to 10p by applying knowledge of addition and subtraction	Demonstrate awareness of how goods can be paid for using cards and digital technology	Understand the benefits and risks of using bank cards and digital technologies	Use budgeting skills to manage income effectively and justify spending and saving choices
3.	Copy, continue and create patterns involving objects, shapes and numbers	Continue and devise repeated patterns of designs, using a variety of media	Explain the rule used to generate a number sequence and be able to extend the pattern by applying this	Generate number sequences from a given rule and use appropriate notation to express the rule for a given sequence
4.	Identify missing numbers in a sequence or on a number line, within the range 0-20	Describe, continue and create number patterns using the four operations, doubling, halving and counting in multiples	Investigate and identify the multiples and factors of numbers	Evaluate powers of whole numbers mentally or using technology
5.	Use the mathematical symbols +, - and =	Explore how and why shapes fit together and apply this knowledge to create tiling patterns incorporating two different shapes	Draw 2D shapes and make representations of 3D objects using a range of methods and resources	Solve problems involving right-angled triangles using trigonometry
6.	Recognise the number of objects in a group or the amount in a regular dot pattern, without counting	Solve two step problems	Solve multi-step problems involving whole numbers and decimal fractions to two decimal places	Solve multi-step problems using the four operations



Numeracy and mathematics



Learning activities

	Early level	First level	Second level	Third/ Fourth level
1.	Physical wellbeing – explore how to stay safe	Understand some of the ways to keep safe when using digital devices	Raise awareness of some of the consequences of not keeping safe on-line for self and others	Research 'cyber-crime'. What are the consequences for individuals?
2.	Recognise busy and calm times during the day	Explore and explain the benefits of a good night's sleep	Explore the relationship between sleep, rest and physical activity	Investigate ways to improve the quality of sleep to maintain wellbeing and health
3.	Explore the changes to our bodies after energetic play	Explore the things our bodies need to move, think and grow	Identify a range of activities and consider how these affect an individual's food requirements	Explore the impact of popular culture on self-image and attitudes to food
4.	Prepare and try a variety of foods with people I know	Choose and prepare foods for a special occasion	Research foods for different social situations	Evaluate the role of food in different social and cultural contexts
5.	Explain how to get help from different people in an emergency	Investigate some medical conditions and the medicines that people take to help	Research the effects of drinking alcohol or taking illegal drugs	Develop knowledge and skills to support decision making about substance misuse
6.	Create movement sequences with others taking turns to share ideas and suggestions	Work with others in physical activities and sport then give and receive feedback	Observe different sporting activities and evaluate performance against shared criteria	Analyse my own or others' performances in sporting activities and how to improve them



Health and wellbeing



Learning activities

Cross-curricular activities



	Early level	First level	Second level	Third/ Fourth level
1. Global citizenship	<ul style="list-style-type: none"> • Explore the local community • Explore helping in the local community • Explore helping in all communities 	<ul style="list-style-type: none"> • Research wants and needs in the past • Explore wants and needs of people in my local community • Research technology in making new wants 	<ul style="list-style-type: none"> • Explore why people move to new places • Explore the impact of people moving to Scotland • Explore the impact of people leaving their own country 	<ul style="list-style-type: none"> • Investigate immigration to Scotland • Explore fashion in the past and now • Find out about famous minorities and their influence
2. Good citizenship	<ul style="list-style-type: none"> • Identify good choices • Explore helping others at home • Explore helping others in the community 	<ul style="list-style-type: none"> • Investigate ways to look after my school • Explore ways to look after my community • Plan a positive change for the school community 	<ul style="list-style-type: none"> • Explore a current social issue • Explore the role of charities in society • Plan a positive change for the local community 	<ul style="list-style-type: none"> • Explore the importance of being a good neighbour • Explore how to support and influence your local community • Reflect on what constitutes good citizenship
3. Inspirations: inspiring individuals past and present	<ul style="list-style-type: none"> • Consider the special people in my life • Learn about important people in my local community • Learn about important people in the wider community 	<ul style="list-style-type: none"> • Research a significant person from the past who has been an inspiration to others • Create a timeline showing how an invention has been developed over time • Consider who inspires us today 	<ul style="list-style-type: none"> • Research inspirational people in history • Consider who inspires you and why • Identify how you can inspire others 	<ul style="list-style-type: none"> • Reflect on inspiration from individuals past and present • Create a piece of inspirational art, music, dance or drama from a favourite piece of music or art • Reflect on inspiration, motivation and perseverance

Learning activities

Cross-curricular activities



	Early level	First level	Second level	Third/ Fourth level
<p>4. Inspirations: how technology inspires us</p>	<ul style="list-style-type: none"> • Explore toys that use technology • Learn about physical movement • Explore being creative 	<ul style="list-style-type: none"> • Explore the use of technology to inspire us • Explore the use of music to promote fitness • Investigate using technology to create art 	<ul style="list-style-type: none"> • Explore the use of different technologies as a source of inspiration • Explore how technology can inspire and motivate us to keep fit • Explore the use of technology to create art 	<ul style="list-style-type: none"> • Explore technology as a tool to inspire and motivate • Research the life and work of inspiring inventors of modern technology and share with others • Collaborate with others to develop a presentation about 21st century life
<p>5. Popular culture: the arts</p>	<ul style="list-style-type: none"> • Explore the wonder of books • Explore favourite film or television characters • Create a puppet show 	<ul style="list-style-type: none"> • Explore musical tastes • Explore the world of dance • Consider how tastes have changed over time 	<ul style="list-style-type: none"> • Research children's television past and present • Consider what makes a film a blockbuster • Explore Scottish popular culture compared with another country 	<ul style="list-style-type: none"> • Explore the power of television past and present • Research music at the heart of popular culture • Explore films of the 20th century
<p>6. Popular culture: the use of media</p>	<ul style="list-style-type: none"> • Learn about sharing our news • Explore special celebrations • Explore how media shares successes 	<ul style="list-style-type: none"> • Explore meeting the needs and interests of all • Research how news is delivered • Examine the use of media to celebrate success 	<ul style="list-style-type: none"> • Explore the sharing of news past and present • Consider fake news and fact and opinion • Explore the influence of advertising 	<ul style="list-style-type: none"> • Research advertising techniques • Research art and design in popular culture • Explore the use of the arts in marketing campaigns