

Iaith a Llythrennedd

Edrych ar storïau, er enghraifft, 'Bili Broga', stori 'Smot yn mynd i'r Coed' a 'Mici'r Mwnci'n mynd i'r ysgol'. Dwyn i gof stori 'Y Lindysyn Llwglyd Iawn'.

Dysgu storïau 'Tedi Twt' ar lafar gan ddefnyddio 'macaton'.

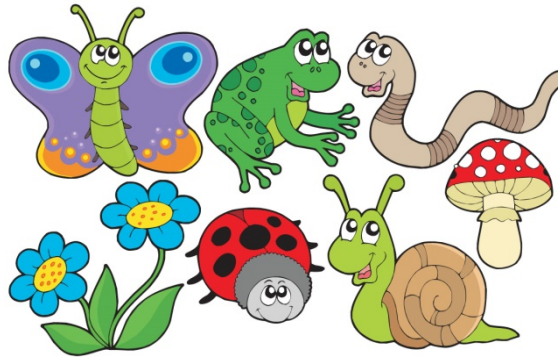
Chwarae gemau 'lotto' a snap i atgyfnerthu iaith. Parhau i ddefnyddio rhaglen 'Tric a Chlic' i adnabod llythrennau a'u sain. Defnyddio rhaglen 'Ffrindiau'r Wyddor' ar lein i atgyfnerthu adnabyddiaeth o lythrennau.

Defnyddio amrywiaeth o ddefnyddiau fel glŵp, sebon siafio, tywod, paent a phensiliau i ddysgu ffurfio'r llythrennau.

Parhau i ymarfer ysgrifennu eu henwau.

Chwarae rôl yn ein 'Caffi Cacennau'.

Parhau gyda gweithgareddau darllen, 'Pori Drwy Stori'.



Yr Ardd

Sgiliau Mathemategol

Cyfrif hyd at 10 ac yn ôl.

Gosod rhifau yn eu trefn cywir hyd at o leiaf 5. Cyfrif gwrthrychau hyd at o leiaf 5.

Paru rhif gyda'r nifer cywir o wrthrychau, er enghraifft, paru y nifer cywir o flodau gyda symbol rhif. Adnabod ac enwi symbolau rhif yn Gymraeg. Gwneud marciau sy'n cynrychioli rhifau. Dechrau cofnodi casgliadau drwy wneud marciau.

Chwarae rôl gydag arian. Didoli arian a dechrau adnabod 1c, 2c, a 5c.

Chwarae gemau 'lotto' rhif a snap rif.

Parhau gyda gwaith ar gymesured.

Parhau i ddysgu beth sy'n dod 'cyn ac 'ar ôl'.

(Byddem yn ddiolchgar petaech yn ymarfer adnabod symbolau rhif adref gyda'ch plentyn)

Ardaloedd:

- Dysgu amrywiaeth o ganeuon sy'n ymwneud â thema'r 'Ardd'.
- Dysgu am drychfilod. Pa rai sy'n gallu hedfan? Trafod y wenylen. Dysgu am 'gylch bywyd' y broga a'r pili pala. Chwarae gyda 'Byd Bach y Trychfilod'. Chwarae rôl yn y 'Ganolfan Arddio'.
- Atgyfnerthu sgiliau digidol gan ddefnyddio 'iPads', y Bwrdd Gwyn Rhyngweithiol, 'Tuniau Siarad' a Gari Gwennylen.
- Defnyddio techneg cymesured i greu pili pala efo paent. Defnyddio paent a chreon i greu gwe pry copyn. Argraffu siapiau blodau gyda photeli pop. Mwynhau'r 'Gornel Jync'yn yr ardal greadigol. Cyfleoedd i chwarae gyda thoes a chwarae yn y dŵr a'r tywod yn rheolaidd. Mwynhau adeiladu gyda blociau o bob math.
- **Ardal Tu Allan** - Plannu hadau a blodau. Cyflwyno 'Byd Bach yr Ardd'. Chwaraeon buarth sy'n atgyfnerthu Iaith a Rhifedd. Gweithgareddau cynhesu a chyfle i gael tro ar y beiciau. Gweithgareddau iaith a rhif o fewn yr ardal.

Language and Literacy

Looking at stories, for example, 'Bili Broga', 'Smot yn mynd i'r Coed' a 'Mici'r Mwnci'n mynd i'r ysgol'.

Recall the story about 'The Very Hungry Caterpillar'.

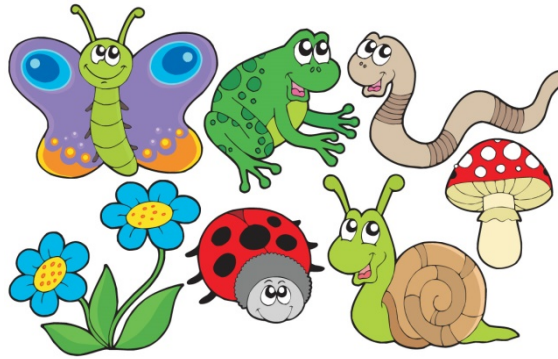
Learn to recite the 'Tedi Twt' stories, using 'makaton'. Reinforce language skills, using games such as 'snap' and 'lotto'. Continue to use the 'Tric a Chlic' programme to help them learn letters and their sounds. Use the 'Ffrindiau'r Wyddor' programme, on line, to re-enforce their knowledge of the letters.

Use a variety of materials such as gloop, shaving cream, sand, paint and pens or pencils to practise forming the letters.

Continue to practise writing their names.

Role-playing in our 'Cupcake Café'.

Continue with our 'Pori Drwy Stori' reading activities.



The Garden

Mathematical Skills

Count up to 10 and backwards in Welsh.

Placing numbers up to at least 5 in their correct order.

Counting up to at least 5 objects reliably. Pairing a number with the correct amount of objects, for example, pairing flowers with a number symbol. Recognise and name numbers in Welsh. Making marks that represent numbers. Begin to record conclusions through mark-making.

Using money when role-playing. Sorting money, recognise and name 1p, 2p and 5p coins.

'Snap' and 'lotto' games to reinforce their number skills.

Continue with work on symmetry. Continue to learn what comes 'before' or 'after'.

(We would be grateful if you could continue to practise naming number symbols with your child at home.)

Areas:

- Learn various songs to do with our 'Garden' theme.
- Learn about 'minibeasts'. Which ones can fly? Discuss the bee. Learn about the 'life cycle' of the frog and the butterfly. Enjoy playing in the 'Little Minibeasts World'. Role-playing in the 'Garden Centre'.
- Re-enforce digital skills, using 'iPads', the Interactive Whiteboard, 'Talking Tins' and the 'Bee-Bot'.
- Use a symmetry technique to create a butterfly with paint. Use paint and crayon to create a picture of a web. Use pop bottles to print flower patterns with paint. Enjoy using the 'junk corner'. Regular opportunities to play with playdough to create objects and to play in the sand and water areas. Enjoy building with various types of blocks.
- **Outside Area** - Planting seeds and flowers. 'Little Garden World'. Yard songs and games to re-enforce language and number skills. Warming up activities and an opportunity to ride the bikes. Language and Numeracy activities.