

South Somerset Partnership School

SEND Support at home – Week 4 25th May 2020



PRIMARY

Dear Parents,

Welcome to our SSPS SEND (Special Educational Needs and Disabilities) newsletter. Please pick and choose the activities which you think best meet the individual strengths and needs of your child. If there is a specific area of need or support that you would like added to the newsletter, then please email the office with the title 'SEND newsletter.' You will also find resources to support specific needs on the SSPS website.

Communication & Language

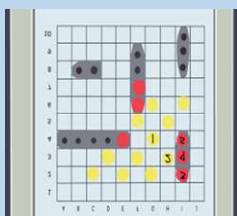


Physical & Sensory



Battleships

Players take it in turns to try to guess the locations of the other player's ships on a grid. Please see the handout below for full instructions.



Make your own cloud dough

Add 8 cups of flour to one cup of baby oil (the cup could be a small yoghurt pot or a large mug – as long as the ratio is correct.)

1. Scoop and pour the flour into the centre of a large tub.
2. Create a crater in the middle of the flour.
3. Pour the oil into the crater.
4. Gently mix it all together.
5. Play!



The cloud dough is very soft but can be moulded using sand toys or cake moulds. It also smells lovely!

Jigsaw puzzle Share a puzzle together. You do not need to finish it in one session – come back to it and make it a family activity/challenge.

Learning - Working Memory



Managing our Feelings



Concentration

1. Select a number of pairs of playing cards
2. Shuffle, and spread all the cards face down on the table between the players in grid form.
3. The object of the game is to find matching pairs. Players take it in turns to turn over 2 cards. If they are not a matching pair, try to remember what and where they are, then turn them back over. Play then passes to the next player. If they *are* a matching pair, that player removes them from the table and keeps them.
4. When all the cards are gone, each player counts the number of pairs they have collected. The player with the most cards is the winner!



SSPS Film Club - Recommendations

Zootropolis

Incredibles 1&2

Big Hero 6



Make a balloon pet Blow up a balloon. Draw a pet face on the front. Cut and tie the leash on. Make paper ears and a streamer for the tail, and then stick them on with tape. Why not take it for a walk!

Lego challenge Build a marble run or a maze for a Lego man. Try it out! Does it work? Ask a family member to see if they can find the way out.

Upcoming events/useful links

- CAMHS have created the following webpage full of useful resources and contacts to support teachers, parents and young people - <https://www.camhs-resources.co.uk/>
- Somerset's Coronavirus helpline 0300 790 6275.
- If you would like to speak to an Educational Psychologist with any concerns arising for you, or your family during this time they are able to offer support. Please email - EPShelpline@somerset.gov.uk, leaving your name, school name and times you are NOT available to talk. You can also call 01823 357000 but waiting times may be longer.

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SECONDARY

Dear Parents/Students,

Welcome to our SSPS SEND (Special Educational Needs and Disabilities) newsletter. Please pick and choose the activities which you think best meet your/your child's individual strengths and needs. If there is a specific area of need or support that you would like added to the newsletter, then please email the office with the title 'SEND newsletter,' or tell your tutor. You will also find resources to support specific needs on the SSPS website.

Communication & Language

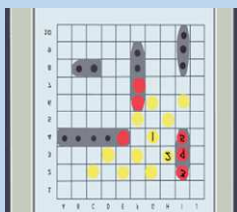


Physical & Sensory



Battleships

Players take it in turns to try to guess the locations of the other player's ships on a grid. Please see the handout below for full instructions.



Art Club

This week's focus – Animals

Draw and paint your pet, or a pet you would like to have.

Or draw your favourite animal from a picture.

Extremely therapeutic and calming



JUST FOR FUN.....why not try making your own cloud dough – mix 8 cups of flour to 1 cup of baby oil and enjoy...if you have a younger brother or sister, why not let them join you?

Learning - Working Memory



Managing our Feelings



Concentration

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4. When all the cards are gone, each player counts the number of pairs they have collected. The player with the most cards is the winner!



Stimulating senses and emotions

Plan a dream trip! What are you planning to do when lockdown is lifted, where will you go? What will you do? Who will you go with?

Emotional Health and wellbeing – connect with your internal thoughts and feelings. Keep a reflective journal, you may write or draw in it. Imagine that it could be used as a piece of historic evidence in years to come!



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Pencil and Paper Games

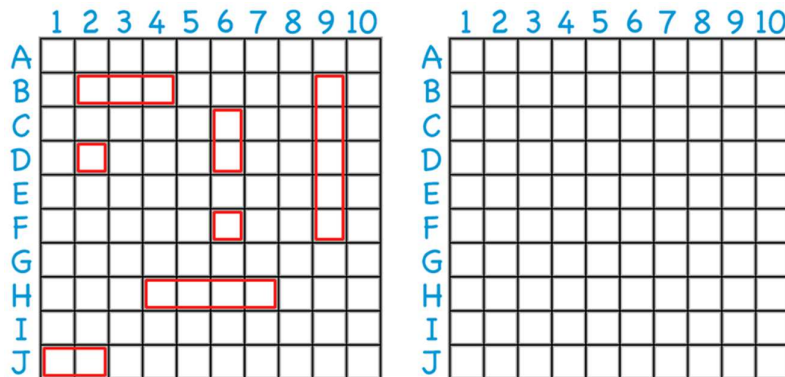
Battleships

Players: Two

Players take turns in trying to guess the locations of the other player's ships on a grid.

Description

Each player draws two 10 x 10 grids, labelled along the sides with letters and numbers. On the left-hand grid the player secretly draws rectangles representing their fleet of ships:



The fleet

Each player's fleet consists of the following ships:

- 1 x Aircraft carrier - 5 squares
- 1 x Battleship - 4 squares
- 1 x Cruiser - 3 squares
- 2 x Destroyers - 2 squares each
- 2 x Submarines - 1 square each

Each ship occupies a number of adjacent squares on the grid, horizontally or vertically.

Play

During play the players take turns in making a shot at the opponent, by calling out the coordinates of a square (eg D5). The opponent responds with "hit" if it hits a ship or "miss" if it misses. If the player

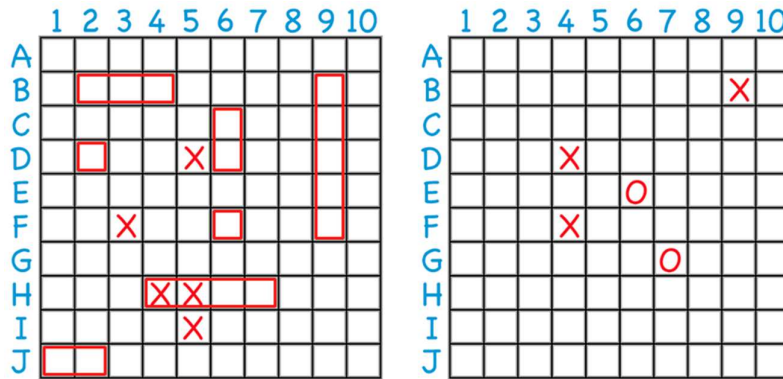
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has hit the last remaining square of a ship the opponent must announce the name of the ship; eg "You sank my battleship".

During play each player should record their opponent's shots on the left-hand grid, and their shots on the right-hand grid as "X" for a hit and "O" for a miss:



The first player to lose all their ships loses the game.

