

Monday

Art/Computing

As it is Easter, log onto Purple Mash and complete the 2do. Create your own chick using your artistic skills.



Tuesday



Cooking

Try a bit of Easter baking or cooking. There are some great ideas on this website:

<https://www.bbcgoodfood.com/recipes/collection/easter-kids>

OR

Decorate a plain biscuit with an Easter theme. You could add a chick, a rabbit, a lamb or decorate it so it looks like a colourful or patterned Easter egg.

Wednesday

Easter egg hunt

Hide some chocolate eggs around your garden/house or you could draw and colour your own eggs and hide these!

Leave a clue at each egg to find the next one. You could try to make the clues rhyme, like the ones below!



Thursday

Art

Use a paper plate to get arty and make an Easter bunny. You could use the whole plate to be the rabbit's face, create a mask or an Easter scene. Use things you have in the house; you can use pens and pencils to add details.



Friday














Easter Puzzle

Can you break the code to find the punch line to the Easter joke?

Easter Joke Sequences Code Breaker

To find the punch line to the Easter joke, work out the next number in each sequence. Next, use the grid to find the letter that corresponds with each answer and write it in the egg. Then crack the code. The first one has been done for you.

Question: Why shouldn't you tell an Easter egg a joke?

- 1) 15, 20, 25, 30, **35** **I** 8) 1, 3, 5, 7, ____ 
- 2) 3, 6, 9, 12, ____ 
- 3) 26, 31, 36, 41, ____ 
- 4) 55, 50, 45, 40, ____ 
- 5) 3, 4, 6, 9, ____ 
- 6) 1, 11, 21, 31, ____ 
- 7) 25, 21, 18, 16, ____ 
- 9) 0, 2, 4, 6, ____ 
- 10) 16, 8, 4, 2, ____ 
- 11) 49, 39, 29, 19, ____ 
- 12) 1, 2, 4, 7, ____ 
- 13) 19, 20, 21, 22, ____ 
- 14) 30, 27, 24, 21, ____ 

Answer	13	9	1	46	8	11	35	18	41	15	23
Letter	G	C	A	M	R	K	I	P	H	T	U

Answer: