



Learning Project WEEK 2 - Area you live in

Year 2- Beech Class

Here is your next instalment of your home learning pack. As ever, keep me up to date with how you are and what you are up to on the class Twitter page.

Weekly Maths Tasks (Aim to do 1 per day)

- Working on <u>Purple Mash</u>.
- Play on <u>The Mental Maths Train Game</u> you can choose to which operation you would like to practise or have a go at all 4!
- Recognise the place value for numbers up to 99 by having a go at place value basketball game on Top Marks. Then have a go at representing place value using pictures. Your grown up could write lots of 2 digit and maybe even 3 digit numbers for a high challenge. You then have to represent their value accurately using pictures (square for 100/ line for 10 / dots for ones). You could even create your own picture representation symbols to show value.
- Create a card game that is based around making number pairs to twenty (number bonds- numbers that love each other to make 20) that can then be played as a family.
- Identify 2D and 3Dshapes and discuss their properties. Can any of these shapes be found around the house? How many of each shape can be found? Can you make repeating shape patterns? Can you make shape prints using paint?
- Write the numbers 20 50 in words and digits.

Weekly Reading Tasks (Aim to do 1 per day)

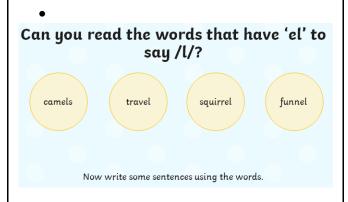
- Read a variety of books throughout the week. Try to include poetry and non-fiction as well as story books. Get involved with adding to 'The Adventures of Sophie' on our Twitter page or have a go at making up your own as a family. Remember our story tennis game where you can add a word each. This makes a story really fun and can involve everyone.
- Listen to an audio story and maybe have a go at recording yourself telling your own story or reading a book you enjoy.
- Watch <u>Newsround</u> and find out what is happening in the world. What did you find out? Is there anything you need help understanding?
- Read the book 'Voices in the Park' here
 http://booksalive.kingston.ac.uk/flash/book.ht
 ml
 <a href="mailto:Discuss the illustrations and why the book has been set out the way it has.
- Create a mask of one of the characters from 'Voices in the Park' or a charcter from another book you have read or listened to. Can you hot seat the character?

Weekly Phonics/Spellings Tasks (Aim to do 1 per day) Weekly Writing Tasks (Aim to do 1 per day)

 Daily phonics - Ask your child to practice their sounds and blend words. Interactive games found on websites below.

Phonics play
Top Marks

- Purple Mash have lots of SPaG games and activities, pick one and give it a go.
- Practise reading and writing words with different suffixes es/s/ment/ing/ful/er/est. Set yourself a timed challenge to see how many you can read or write.
- Spell common exception words through the game we play 'word jumble'. Have your grown up mix all the letters up and see if you can make the correct word.
- See how many words you can make out of these transporter/ seaside/ rainforest



- Look at the area around you. Perhaps look at and discuss some of the areas when you go out for your daily exercise. Write a descriptive piece on something or somewhere specific. The reader should be able to guess what you are writing about through the use of appropriate adjectives and similes. You might pick a garden, a church, school, a farm or woodland for example.
- Discuss and look at the post including letters you may receive. Are there any books you can think of that have letters in them? Look at the features of a letter- discuss the address, date, greeting, opening, close etc. Write a letter to someone talking about your day/ week etc.
 Write with accurate features of a letter and post it in.
- Write a letter to a book character or a significant person of interest; (a sports person, The Queen, an author, a person beyond living memory for example). Write with features of a letter, ask them questions, tell them about yourself.
- Write a letter as if you are the book character/ significant person. You may need to do some research for this or use your imagination to answer questions and provide information about the individual.
- Tell the news and weather forecast for your local area. Record yourself or write down the report or news article about what the day or week will be like. You can share news from your household, world news or local news.

Learning Project - to be done throughout the week: Where do you live?

The project this week aims to provide opportunities for your child to learn more about the area in which they live. Learning may focus on your local area, famous people, key landmarks and links to your city. Below are some suggested activities:

To develop knowledge of the location of significant places:

Look at where you live. What can you see outside the window in the front or back of your house? What could you find nearby? Find a map and see if you can find Ipswich or Norwich. Do you know the name of your street? Can you create a sign for your house or street name? Create a map of your street/ village/ town with a simple key.

My address: Find out your address. Do you have a house number or name? Write the number in digits and words? Practise writing the name of your home if you have one. Try writing the using crayons and paint or natural objects from your outside space. Can you write a postcard or letter to a teacher at school or a friend? You can write about your local area, what it looks like, what you will find and see there and any events that occur there.

My house: What does your house look like inside and outside? What shapes, colours and things do you see? Describe your house. Look outside the window to spot another house or building. Draw the building/ landscape that you can see.

<u>Wildlife in my area:</u> Look at the wildlife in your local area, this could be in your garden or out on a walk. Make a tally chart of the animals you see. You might want to focus on mini beasts, birds or plants. You may want to record all the animals that you see. Do this for up to 30 minutes. Which animal or plant was the most/ least common? How can you tell?

Name the shape: Place some 2D or 3D shapes into a bag from objects found in your home or garden and play the game 'Can you name the shape?' You will need a partner to play this game. One partner has a shape from the bag and they stand back to back. The partner with the shape describes it to their partner who has to try and draw it/ write or say the name. When describing the shape try to use mathematical vocabulary such as sides/edge/corners/ faces/ vertices etc. How many do you know?

Find you house on 'Google maps'.

Search for your house on the street? Can you find our school? Can you find local places such as Diss or Hoxne? Search for the capital cities of the UK and other places you may like to visit. Can you spot the differences between areas (coastal/ rural/ urban etc).

Compass: Make a compass. Do you know what the different compass points mean? Can you label the points?

<u>Create a passport:</u> Create an individual passport to show your own information about where you live. Discuss the use of a Passport. What is a passport? What information does it contain? What does a passport allow you to do? Can you find a real life passport? Do you have one?

<u>Flag:</u> Below is the Birmingham flag. What do you think the flag represents? Can you design your own flag for your local area? What could you add? What would they mean to you?

<u>Design a house -</u> Design a house and compare how it is different/ similar to your house. Make a model of your house?

Create a song about 'Where you live' - Can you add your address in your song?

What can you find on a map? Can you name and the countries cities/ towns/ coasts?

Additional learning resources parents may wish to engage with

<u>Classroom Secrets Learning Packs</u> - These packs are split into different year groups and include activities linked to reading, writing, maths and practical ideas you can do around the home.

<u>Twinkl</u> - to access these resources click on the link and sign up using your own email address and creating your own password. Use the offer code UKTWINKLHELPS.

White Rose Maths-

Scholastic