

High Lane Primary School w.b. 18th May 2020

Home Learning Expectations for KS1

Topic - All About Engineering week 3

Last year, Year 2 entered a National Engineering Competition. This year we will complete all the work needed to enter the competition. I will send you entry details and you can decide whether you want to send the work off.

Mornings Some new Maths and English added. Please complete previous work before beginning new work	<ul style="list-style-type: none">• Maths activities (30-40)• English activities – linked to reading, phonics, writing and handwriting(30-40 minutes)
Afternoons Activities continued from previous week.	<ul style="list-style-type: none">• One or two activities from the home learning grids attached (30-60 minutes depending on the activity)

At High Lane, we recognise that each family's situation is different, which is why we have not allocated days or times to the work provided. If school is closed or you are self-isolating, it is important for children to be accessing English, Maths and Reading daily, in equal measure with breaks, opportunities for other areas of their learning to be reviewed and quality family time.

We hope that, during this time, our families remain well. Should you require support from school with regards to your child's learning, class teachers will be available on ClassDojo – replies during the week may take up to 48 hours, and slightly longer over weekends. Please bear with us and we will endeavour to return your message as soon as possible.

Thank you for your continued support,
The Key Stage 1 Team

High Lane Primary School Home Learning Ideas for Year 2

Whilst you're at home, it is really important to keep your brains growing. In the mornings, we recommend completing Maths and English activities set by your class teacher but, in the afternoons, why not try some of these great activities below? Because we know you all have lots of different strengths, we've tried to include a little something for everyone. I have provided each child with a journal. Any work, pictures, photos etc can be put in here. Feel free to decorate your front cover! If you are unable to print work, we will include an image of the work and you can copy your answers into your journal. (Make sure you include a title so we know what work you are completing). We will provide hard copies wherever possible if all other options have been exhausted. Please email or Dojo photos of work (daily if you want to). This way I can keep in contact with you.

<p style="text-align: center;">Literacy</p> <p>Read every day, complete a phonics and/or spelling every day. Complete a handwriting task 2 – 3 times per week. Complete a reading challenge 2- 3 per week and a writing task 2-3 times per week. (After writing spend the next session trying to improve it. Think about spelling, punctuation, checking that it makes sense, making it more exciting by changing words or sentences, handwriting.)</p>	<p>Reading – this week the focus is completing a reading activity linked to your book. <i>Double class dojo points for activities sent to me this week.</i></p> <p><i>Don't forget to send any book reviews/recommendations to Mr Williams</i></p> <p>year5@highlane.stockport.sch.uk</p> <p>*Read for 10 minutes every day.</p> <p>*Complete one reading activity from the list further down.</p> <p>*read a book each week from https://www.booktrust.org.uk/books-and-reading/have-some-fun/storybooks-and-games/</p> <p>*Log onto www.getepic.com/students I've recommended some Engineering books</p> <p>*Read and complete your comprehension text – RNLI – Sea Rescue. Over a few days complete the different questions/answer sheets that go with it.</p>	<p style="text-align: center;">Phonics/ Handwriting/spelling</p> <ul style="list-style-type: none"> • Learn weekly spellings. Carry out a spelling test on Friday and send me the results. (spelling lists have been emailed out for the specific groups) • Log onto Purple Mash and complete activities from phase 3, 4 and 5. • Log onto phonics play and work through games and activities. <p>*Practise joining of key words (correct formation can be found below) by joining key words together (the list is attached)</p>	<p style="text-align: center;">Writing – Linked to Engineering/Inventor Competition</p> <p style="text-align: center;">If you haven't done so....</p> <p>Choose one of the engineers and create a poster telling me about that engineer. Include; their name, what they do and what you like about them or inspires you. You might want to include other information such as; why they became an engineer, what they did growing up, what their hobbies are etc.</p> <p style="text-align: center;">Read one of the assigned books from Epic about Engineering and write three interesting facts</p>
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<p>Numeracy</p> <p>Please make sure the maths from last week is completed before starting this week.</p>	<p>Arithmetic</p> <p>Complete daily challenges found on the website.</p>	<p>Using strategies</p> <p>Lessons can be found on the website</p> <p>We are going to continue with our work on Problem Solving. Remember to use the strategies you have learnt in year 2 to help you solve the problems.</p> <p>The most important part of your work this week is to really focus on what the question is asking you to do. Which type of calculation is it asking you to use, and which strategies would best help you? You might use bar models, number lines, part whole models, your times tables knowledge (remember this also helps you with divisions), and you will definitely need to use jottings to help you.</p>	<p>Times tables</p> <p>*Use TT rockstars for 5 minutes each day.</p> <p>*Purple Mash – Monster Multiplication and 2simple table toons. Great songs and challenges.</p> <p>Websites</p> <p>https://www.mathplayground.com/</p> <p>https://www.topmarks.co.uk/maths-games/5-7-years/counting</p> <p>https://www.bbc.co.uk/bitesize/subjects/zjxhfg8</p>
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Whilst you're at home, it is really important to keep your brains growing. In the mornings, we recommend completing Maths and English activities set by your class teacher but, in the afternoons, why not try some of these great activities below? Because we know you all have lots of different strengths, we've tried to include a little something for everyone.

Engineer Activities	Art	Music/PSHE	PE
<p data-bbox="412 448 680 480">Product design</p> <p data-bbox="165 491 887 523">This is your opportunity to design your own product</p> <p data-bbox="107 568 949 703">Think about an invention. Think about a difficulty or a problem. It could be a problem that you might have, someone in your family may have or something that could help many people. This invention would help someone and/or make the job they have to do easier.</p> <p data-bbox="107 748 949 919">Draw and sketch different ideas. Product designers uses pictures, diagrams, labels and captions to show their ideas. Remember when we learnt about Brunel – how long he spend drawing circles until it was perfect. When drawing your ideas you might need to do so several times.</p> <p data-bbox="344 930 712 962">Draw it from different angles.</p> <p data-bbox="152 967 900 999">Some examples of sketches have been included to help you.</p>	<p data-bbox="1032 437 1227 501">Part of engineer competition</p> <p data-bbox="987 545 1285 751">Use whatever materials you have (paint, pencil, paper etc) and create a portrait of your Mr Men/Little Miss character.</p> <p data-bbox="1016 796 1249 828">Send me a picture.</p>	<p data-bbox="1435 472 1547 504">Music</p> <p data-bbox="1317 509 1653 788">Go to Yumu and click on the friendship song option. Go to the sections: Flexible games track-Frienship song. Learn to sing the song-Friendship song. Improvise with the song-Friendship song.</p>	<p data-bbox="1733 437 2123 820">Try some of these activities to get some extra exercise into your week. Here are a few simple ideas to develop your fine and gross motor skills. You could possibly choose one for each week of the coming half term and practise each day for ten minutes to see how you can develop and improve those skills.</p>

	Art/DT	PSHE	
<p>Each Pupil must draw an illustration of their invention and annotate it on a piece of paper no bigger than A3. In response to the question;</p> <p><i>“If you were an Engineer – what would you do?”</i></p> <p>When you have your final design sketch this clearly on a separate piece of paper.</p> <p>Think about; why you designed your invention, who it will help, how it works, what is special about your design and why it should be chosen.</p> <p>This will become a part of your entry if you wish to enter the competition so spending time thinking about it, drafting and editing is important.</p> <p>An example of how to present your work is on the website but you can come up with your own imaginative ideas including some of the points above.</p> <p>Remember you don’t have to enter the competition, this project work also covers some of our Year 2 curriculum objectives.</p>	<p>Make a model of your design. Use whatever equipment you have –for example empty boxes, lego, paper folded into shapes</p>	<p>Look back over the time you have spent at home over this half term. Have you tried anything new, perhaps a new hobby? Have you enjoyed more time with your family? What have you learnt? Are there things you would like to continue with once lockdown is over? Discuss these questions with your grown up. What do they think?</p>	<p>1. Play catch against an outside wall (not near a window). Practise throwing overhand and underhand. Challenge yourself to increasing each day how many catches you can make before you drop the ball.</p> <p>2. If you have a space to draw a Hopscotch, ask your grown up to show you how to draw one. Can you get all the way to number ten without putting your foot down? This is also good for improving your aim.</p>
<p>Watch 2 (or more – if you wish) videos of engineers. I can highly recommend Oliver Joris, John Ritchie and Dawn Childs but they are all interesting.</p> <p>The first 20-30 minutes is all about what they do and the second part is questions from pupils. Watch over a period of time or just watch the first section to find out about the Engineer.</p> <p>https://www.youtube.com/watch?v=Up00W0Ub0rU – Oliver Joris Ford Engineer</p> <p>https://www.youtube.com/watch?v=XAF0hYKINcY – Dominic Mottram – Network Rail Engineer</p> <p>https://www.youtube.com/watch?v=XAF0hYKINcY – Nick Valentine – Robotics</p>	<p>Choose and do an activity from outdoor classroom</p>		<p>3. Draw a target on the floor, practise your aim by throwing something soft and seeing how many times you can hit the centre of your target. When it starts to get easy take another step back.</p> <p>4. Learn to skip. Turn the rope forwards and the try backwards. Jump with your feet together or with alternate feet.</p> <p>Disney 10 minute shake ups. https://www.nhs.uk/10-minute-shake-up/shake-ups</p>

<https://www.youtube.com/watch?v=eO9Gy2bapVc> –
John Ritchie – Mechanical design engineer
<https://www.youtube.com/watch?v=dLcX5494EEU> -
Dawn Childs – Director of Engineering Merlin

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Tall letters stretch to the sky, short letters stay in the grass, and some letters dig underground!

a b c d e f g h i j k l m n o p q r s t u v w x y z

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MY CAPITALS ALPHABET STRIP

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Reading activities – After reading a book, once a week choose one of the following activities

Find as many conjunctions as you can in your story. Use 5 of them in sentences of your own.	On your own write 4 questions about your book so far. You must write down the answers as well. Take turns to ask the others in the group your questions.	Make a WANTED poster for the villain in your story. Include a physical description and a reward for information.
Open your book to any page and write down all the nouns that the author uses. Now write adjectives to go with each noun. Apple - delicious	Find an interesting part of your book. Copy the paragraph in your jotter practising your handwriting. Can you use joined up writing?	Write a new blurb for the book you are reading making it sound as exciting as you can.
Write a plan for an alternative ending to the book you have just finished.	Find a Non-Fiction book and design your own information poster. Make sure you include pictures and lots of facts!	Be a word hunter and find all the words with suffixes used in the story. Write the base word in pencil and the suffix in a coloured pencil. helpful watering
Be a word hunter and find all the compound words in the story so far. Select five of them and use them in a sentence in your book. cupboard = cup-board	Choose a page you have read and write down the different punctuation the author uses. Now try and use the same punctuation in sentences of your own.	Write down the main characters of the story and the words the author uses to describe them. Select your favourite character and write three sentences about why you like them.
Choose a character from the story you are reading and write a short character portrait in	Open your book to any page and list all the adjectives (describing word) that the author	In words describe the setting of the book you are reading using at least 10 lines. Draw a picture to show it.

first person. Write at least two sentences for each sub-heading. I am..., I live..., I like...,
Add one more of your own

uses. Now put six of them into sentences of your own in your jotter.

★ Different ways to learn spellings

<p>1* Make a wordsearch with your words. List them underneath.</p>	<p>2* Write a sentence for each word to explain its meaning.</p>	<p>3* Write rhymes for each of your words.</p>	<p>4* Write your words on cards. Select 6 to put on a bingo grid. Turn cards over one by one. If you have word and can spell it, you can cover it.</p>
<p>* Play charades with your words. When someone has guessed the word, spell it.</p>	<p>6* Write your words in different fonts and colours.</p>	<p>7* Arrange your words in alphabetical order.</p>	<p>8* Use each of your words in a silly sentence. Underline the word used.</p>
<p>9* Sit back to back with a partner and test your words.</p>	<p>10* Write out your words, cut into parts that help you to learn them and glue them in.</p>	<p>11* Design a board game to play with your words. Write the rules too.</p>	<p>12* Illustrate each of your words with a picture.</p>
<p>13* Play hangman with a partner using your words.</p>	<p>14* Paint your words with paint (in the book) or water (outside).</p>	<p>15* Write your words in colourful bubble writing.</p>	<p>16* Cut out letters from a newspaper or magazine to make your spelling words.</p>
<p>17* On small pieces of paper, write all of the letters of the alphabet. Spread them out on the floor. One person reads a word aloud while the other spells it out by stepping on the letters in the correct order. (Or adapt to a table game with a toy)</p>	<p>18* Decide which word you are going to spell. Throw a ball with a partner. Every time you throw it, say the next letter of the word until you have spelt it out. Play again.</p>	<p>19* Write a short story using all of your words.</p>	<p>20* Write out the whole alphabet on a long strip of paper. Spell out each word by driving a toy car to each letter in the right order! You could draw lines for the route if you wish.</p>