## Year 2 Home learning. Week beginning 11.05.20

English	Maths	Other
Speaking and Listening I can understand characters' feelings in a story. Share a story with a grown up. Act out a scene or a conversation from the story and role play being one of the characters. Use your voice, actions and gestures to show how the character is feeling.	MultiplicationI can count in 2s, 5s, and 10s and use this to problemsolve. Solve the missing numbers:? $x 5 = 25$ ? $x 2 = 18$ ? $x 10 = 70$ Create further missing number sentences, so that youcan apply counting in 2s, 5s and 10s. Are you beginningto solve problems more quickly mentally?	Science - Animals I can observe and compare local animals. Research types of local birds and see if you can spot any in your garden. You could make a tally chart to find out which are most commonly seen. Use this website to learn more about local birdlife.
<b>Reading</b> I can sequence the main events of a story. After sharing / reading a story, practise re-telling it by picking out the main events. Try and use the words 'beginning', 'build-up', 'problem', 'resolution' and 'ending'. You could create a story map to re-tell it in pictures.	Multiplication and Division I can problem solve using equal groups / multiplication. You go to a shop and want to buy an item costing 40p. If you only have 2p coins, how many coins will you need to buy the item? What if you only had 5p coins, or 10p coins? Create similar multiplication problems to solve.	Physical I can show increasing control over large and small movements. https://www.twinkl.co.uk/home-learning-hub Try some of the 8-minute workouts with Joe Wicks.
Writing I can use description in my writing. Write a story opening for your story map. Concentrate on describing the characters and the setting to make it exciting. Use interesting words to add detail and description.	Multiplication and Division I can problem solve using sharing / division. There are thirty balloons at a party. If 5 children share them, how many will they get each? What if 2 or 10 children share them? How will you work out the answer? Can you use objects? Do you already know some facts which could help you? Create similar division problems.	ICT I can use ICT to support maths learning. Keep learning the times tables for 2s, 5s, 10s and then 3s. Play 'Hit the Button' to build up your recall of times tables facts. You can also use it to practise quick mental addition / subtraction. https://www.topmarks.co.uk/maths-games/hit-the-button
Word, sentence, grammar I can add detail to describe characters, feelings and setting. Linked to the activity above. Improve your writing by checking to see if you have included interesting words / phrases to describe and explain who is in the story, what they are doing and how, where they are and when.	Addition and subtraction I can use number bonds to 20 to solve problems. Revisit strategies to solve missing numbers in calculations. See if you can recall number bonds and make links in your learning. Visit this website to practise.	<b>Creative</b> I can make observations to draw carefully. The Manx Wildlife website above (Science section) will help you to identify local birds. You could make a drawing of your favourite bird or a poster to show the different birds you have managed to spot.
Spelling I can use letters and sounds for blending to read and segmenting to spell. Choose a game: https://www.phonicsplay.co.uk/Phase5Menu.htm You may need to use Phase 3, 4 or 6 instead of Phase 5 Continue to practise spellings of high frequency words.	Addition and subtraction I can use related facts to solve problems. These activities will help you to remember and practise strategies. Practise using your noticing muscle to spot patterns and then use them.	Use some learning muscles! Collaborating, problem solving, planning, imagining, reasoning, noticing, sourcing! Complete an animal jigsaw with a family member. Be resilient! If you don't have one, plan, design and make your own jigsaw. Draw an animal in its habitat. Colour it really carefully. Cut it up into jigsaw type pieces for someone to solve.