

Year 2 - Home learning - Term 6: Jolly Journeys

Please work with your child over the term to complete one activity from each subject heading and evidence this in their PIP book. You are welcome to choose more! We would like to see your child's learning evidenced in the PIP book in whatever way suits the activities chosen. Please return the PIP books with completed homework by the **Friday 11th July.**

Maths	Topic	Science	Creative
Can you make 'sets' of objects and count them? Write the sum as a 'x' sum EG $4 \times 5 =$	Choose 5 countries from around the world and make a booklet with information about them. You could include their capital city, flag, population, exports or favourite foods. Perhaps you could include a picture of the people in their traditional dress. Research the history of transport. What is the oldest way people travelled? How did people go long distances in the past? How long ago did we discover flight? How has it changed? Create a timeline of different methods of transport. You could cut out pictures, use drawing or words. Be creative and then email us your finished timelines. Write a quiz for your families about the continents and oceans. You could ask them about which continent India is in or which ocean is between Japan and America. Perhaps you could include some pictures to make the questions interesting.	Follow this link, watch the video and play the game. https://www.bbc.co.uk/bitesize/topics/z6882hv/articles/zs73r82 Now create a table with a column for alive, dead and never been alive. Add at least 15 things to each column. Which is the hardest one to find?	On a computer, try to create a piece of art that uses as many of the different tools as possible. Can you use the paint brush, filler tool, smudge tool or does your package have different ones? Which effects do the different tools create? What are they good for? Which ones fill bigger spaces and which are good for detail? Send us a copy of your finished project.
Bake a cake or some biscuits. Use the correct measuring object for liquids, solids etc. Can you write your own set of instructions for the recipe?		Here are some videos showing different life cycles. https://www.bbc.co.uk/bitesize/topics/zgssgk7/articles/zwn6mnb Draw a life cycle and explain the different stages. Different animals have more stages than others! Can you do one for a human?	Type a letter for someone that lives in a different house and then print it out and put it in the post. You could even send them a copy of your original art you made before. How do you feel when you get a letter from someone?
Get a group of objects (cubes, pasta shells, cars, Lego etc) and divide them into different groups. Record these as a division sum. EG $20 \div 4 =$		Grow your own plants in a pot- think about what your plant might need in order to grow. Record how your plant looks every few days. What do you notice?	Research some famous artist's paintings. You could look at Claude Monet, Andy Warhol, Pablo Picasso or William Morris. Are they similar or different? Why do you think this is? Which ones do you like or dislike?
Challenge yourself to learn the 2, 5, 10, 3 and 4 times tables. Then look at the other times tables- 6,7,8,9.	https://www.youtube.com/watch?v=mXh8e2m6qSM Watch this video. Then go on a walk with your family and make a list of all the natural (physical) and manmade (human) things you see. What do you think things looked like before the human things were built?	Experiment by growing plants in different conditions- without water/ light/ soil etc What happens? Why do you think this is?	Have a look at this link: https://www.bbc.co.uk/bitesize/topics/z3tbwmn/articles/zchc4wx Did you know all the things that happen to make your games? Would you like to write your own game one day? How could you practise writing an algorithm?
You will need a partner to play with, a mug and coins (1p, two 2ps, two 5ps, 10p, 20p, 50p). Put all these coins into a mug. 1. Agree who will be even amounts and who will be odd amounts. 2. Take it in turns to play. 3. Put all the coins in a mug, shake it and tip them out. 4. Collect up all those that have landed 'heads'. Add these coins to give an amount. 5. If you are collecting 'evens' and this amount is even, you may score this amount. 6. If you are collecting 'odds' and this amount is odd, you may score this amount. 7. If the amount is even, and you are collecting 'odds' or the amount is odd and you are collecting 'evens' you get no score! 8. Continue taking turns until you have had six turns each. 9. Add your scores. Largest score wins the game!	Research a festival or celebration that takes place in the summer. Does it happen all over the world or just in one country? Why do people celebrate it? Make something to celebrate the festival. It could be some special food, a poster or an ornament they might use. Remember to send us a picture!	Make observational drawings of different plants. How much detail can you add? What do you notice?	Use a paint package on a computer to recreate a piece of art made by a famous artist. You can download one for free from http://www.tuxpaint.org if you need to. You could try using symmetry like in 'The Strawberry Thief by William Morris' or using pointillism like in 'The Eiffel Tower by Georges Seurat'

Character - Term 6 - Gratitude, self-control and reflection.

Saying thank you shows that you have noticed when someone is kind to you like Rocky Raccoon. This can help us to make friends. Write a short thank you to somebody. Make sure you explain what you are thanking them for.