
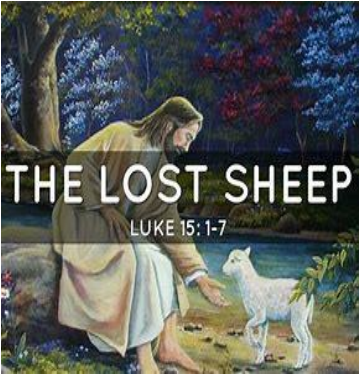

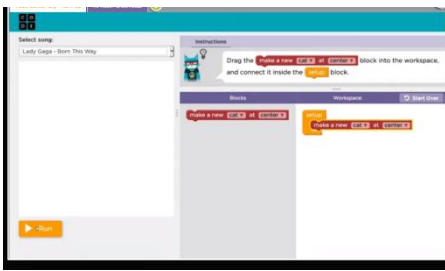


## Remote Education – Spring Topic – Castles, Knights and Dragons

YEAR 2 week beginning 1.2.21

Learning		Activities
ENGLISH	<ul style="list-style-type: none"> <li>• I can enjoy a story and talk about likes and dislikes.</li> <li>• I can understand new vocabulary in a story.</li> <li>• I can find information to answer questions.</li> <li>• I can identify adjectives, verbs and nouns in the story.</li>   <li>• I can understand and use spelling rules for adding 'ing'.</li>   <li>• I can find information to answer questions.</li> <li>• I understand new vocabulary in the text.</li> </ul>	<p>The Elves and the Shoemaker (copy in your home learning pack)  <a href="#">Y2-Emma-Elves.pdf (talk4writing.com)</a>                      Page 4 – 5 read the story                      Page 6 discuss your favourite part of the story and favourite character.                      Page 7/8 answer questions about the story.                      Page 9 Word game. Discuss vocabulary from the story.                      Page 10 – verbs, adjectives and nouns.</p> <p>Key Stage 1 English Grammar, Punctuation and Spelling  <b>Please only complete the pages identified.</b>                      Page 4 – verbs                      Page 5 – ing verbs                      Page 32 – adding ing words end in e                      Page 33 – adding ing words ending in y                      Page 34 – double letters with ing  <a href="#">Using the suffixes -ed and -ing - Year 2 - P3 - English - Catch Up Lessons - Home learning with BBC Bitesize - BBC Bitesize</a></p> <p><b>KS1 English Comprehension</b>  <b>Please only complete the pages identified.</b>                      Page 9 – The enchanted wood                      Page 14 – The Tear thief</p>
MATHEMATICS	<ul style="list-style-type: none"> <li>• I can subtract a 1-digit number by counting back.</li> <li>• I can use my number bonds to help subtract larger numbers.</li> <li>• I can subtract multiples of 10 and 2-digit numbers.</li> </ul>	<p><b>Key Stage 1 - maths</b>  <b>Please only complete the pages identified.</b>                      Page 21- subtracting                      Page 22 – subtracting on a number line                      Page 24 – adding and subtracting  <a href="#">To subtract by counting back using a number line (thenational.academy)</a>  <a href="#">To use mathematical models and strategies for subtraction (thenational.academy)</a>  <a href="#">Adding and subtracting multiples of ten (thenational.academy)</a>  <a href="#">Subtracting two 2-digit numbers (thenational.academy)</a></p>
	Learning	Activities
SCIENCE	<p><b>Materials</b>  <b>Children should learn:</b></p>	<p>The Elves and the Shoemaker (copy in your home learning pack)  <a href="#">Y2-Emma-Elves.pdf (talk4writing.com)</a>                      Page 15 – Can you find out which material would be best to make an umbrella for the elf? It needs to be waterproof and strong.</p>

	<ul style="list-style-type: none"> <li>to identify and compare the uses of a variety of everyday materials;</li> <li>to identify and compare the suitability of a variety of everyday materials, including kitchen roll, plastic bag, paper bag, foil</li> </ul>	 <p>I am going to make myself an umbrella but I'm not sure which material is best to use. It needs to be strong and waterproof. Can you help? From Storm (the weather elf)</p> <p>★Can you find these items and test them to see if they are strong and waterproof? Put a cross (X) or a tick (✓) in the boxes (☐).</p> <table border="1" data-bbox="735 387 1195 694"> <thead> <tr> <th>Material</th> <th colspan="2">Strong and waterproof?</th> </tr> </thead> <tbody> <tr> <td>1. Kitchen roll</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>2. Plastic bag</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>3. Foil</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>4. Paper bag</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>5. You choose</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </tbody> </table> <p>★ Which is the strongest and most waterproof?</p> <p>Click on the link below to complete an investigation all about absorbency. <a href="https://classroom.thenational.academy/lessons/which-materials-are-absorbent-6tk3er">https://classroom.thenational.academy/lessons/which-materials-are-absorbent-6tk3er</a></p>	Material	Strong and waterproof?		1. Kitchen roll	<input type="checkbox"/>	<input type="checkbox"/>	2. Plastic bag	<input type="checkbox"/>	<input type="checkbox"/>	3. Foil	<input type="checkbox"/>	<input type="checkbox"/>	4. Paper bag	<input type="checkbox"/>	<input type="checkbox"/>	5. You choose	<input type="checkbox"/>	<input type="checkbox"/>
Material	Strong and waterproof?																			
1. Kitchen roll	<input type="checkbox"/>	<input type="checkbox"/>																		
2. Plastic bag	<input type="checkbox"/>	<input type="checkbox"/>																		
3. Foil	<input type="checkbox"/>	<input type="checkbox"/>																		
4. Paper bag	<input type="checkbox"/>	<input type="checkbox"/>																		
5. You choose	<input type="checkbox"/>	<input type="checkbox"/>																		
RE	<ul style="list-style-type: none"> <li>To retell stories from the gospel.</li> <li>To retell the events of Jesus.</li> <li>To make links between what Jesus said and the lesson he was teaching.</li> </ul>	<p><a href="#">The Lost Sheep - Bing video</a></p> <p>Watch the story 'The Lost Sheep'. Can you retell the story that you have just watched? You can draw illustrations to help you.</p> <p>What does the story tell us about love? Why did Jesus tell the story? How did he feel when he found the lost sheep? Why? How could people be like a 'lost sheep'? How can we help them? How can we show love like God?</p> 																		
GEOGRAPHY	<p><b><u>Castles</u></b> <b>Children should learn:</b></p> <ul style="list-style-type: none"> <li>Some castle that are near our locality.</li> <li>How to locate castle on a map using map symbols.</li> <li>To research and record information about castles.</li> </ul>	<p>We are continuing on with this project this week. Please make notes for your castle fact file. We will complete the fact file together during our live lesson which will then enable you to complete your own at home.</p> <p><a href="#">Castles for Kids: What is a Castle? Medieval History for Children - FreeSchool - Bing video</a></p> <p><a href="#">All about Castles - homework help (primaryhomeworkhelp.co.uk)</a></p> <p><a href="#">North East England   Castles, Forts and Battles (castlesfortsbattles.co.uk)</a></p> <p><a href="#">Our Videos — Newcastle Castle</a></p> <p>Where do we find castles? Locates castles on the map above e.g., Newcastle Keep, Tynemouth castle, Bamburgh, Alnwick, Walkworth Castle. What do you notice about where most the castles are?</p>																		

		<p>Find out about Newcastle Keep and make a fact file.</p> 
History	<ul style="list-style-type: none"> <li>• To explore the life of a child in the Norman period</li> <li>• To compare the similarities and differences of the past and present.</li> </ul>	<p><a href="#">A Day In The Life... Of A 10-Year-Old In Norman Times - Hands on History - BBC - Bing video</a></p> <p>Click the link and watch the video above. It tells you about life in the Norman times. Would you have liked to be a Norman? Why? Write your thoughts into your book.</p> <p>Create a table in your book. (You can do this with a ruler or by folding the page in half.) Write similarities at the top of one column and differences at the top of another. Can you write what was the same and what was different in your life to the Norman boy?</p> <p>Challenge question: True or false? Boys and girls were equal in the Norman period. Explain.</p>
computing	<ul style="list-style-type: none"> <li>• To understand the term coding.</li> <li>• To input a set of instructions.</li> <li>• To evaluate and alter the code accordingly.</li> </ul>	<p><a href="#">Dance   Code.org</a></p> <p>Click on the link above to be taken to a fun coding activity. You can create a new dance for an animal, by using code blocks.</p>  <p>It looks like lots of fun. We can't wait to hear which character you have chosen and the dance moves that you have created for them.</p>
<p style="text-align: center;"><b>Remember to try and exercise daily in the house or your garden.</b></p>		