





P2 Literacy, Numeracy & Maths Activities

15.06.20 – 21.06.20

<p>Maths – Capacity Challenges</p> <p>We are learning about capacity.</p> <p>Challenge 1:</p> <ul style="list-style-type: none"> Find 3 objects that will hold water Put them in order from shortest to tallest You are to find out if the tallest one holds the most water Tell us if the tallest holds the most or not and why? <p>Challenge 2:</p> <ul style="list-style-type: none"> With a partner, find an object each that will hold water You are going to race to fill your object, one of you can use a spoon to fill your object and one a cup. Who won? Was this a fair race? <p>Tell us in the class notebook about how you got on or upload a photo.</p>	<p>Maths - Problem Solving - The Puzzling Sweet Shop</p> <p>Rosie went into the sweet shop with 10p to spend.</p> <p>There were chews for 2p, mini eggs for 3p, chocolate bars for 5p and lollipops for 7p.</p> <div style="display: flex; justify-content: space-around; align-items: flex-end; text-align: center;"> <div> <p>2p</p>  <p>chews</p> </div> <div> <p>3p</p>  <p>mini eggs</p> </div> <div> <p>5p</p>  <p>chocolate bars</p> </div> <div> <p>7p</p>  <p>lollipops</p> </div> </div> <p>What could she buy if she wanted to spend all of her money?</p> <p>Alice, James, Katie and Henry went into the shop too. They each had 20p to spend and they each spent all of their money.</p> <p>Alice bought at least one of each kind of sweet. Which sweet did she buy two of?</p> <p>James spent his money on just one kind of sweet, but he does not like chews. Which sweets did he buy?</p> <p>Katie bought the same number of sweets as James but she had 3 different kinds. Which sweets did she buy?</p> <p>Henry chose 8 sweets. What could he have bought?</p> <p>Once you have had a go at solving these problems, you can check your answers against the solutions here: https://nrich.maths.org/223/solution</p> <p>Let us know how you got on with this task in the Class Notes attached.</p>
<p>Numeracy – Odds and Evens to 15</p>	<p>Numeracy – Basic Facts Games</p>

<p>This game can be played on your own or with a partner. If playing by yourself, take turns using odd and even numbers. If playing in twos, one player has odd numbers, the other player has even numbers.</p> <p>Draw a grid like for naughts and crosses. Using numbers 0-9, take turns to write in an odd then an even number. You are trying to make a row or a column add up to 15.</p> <p>You can play this game to help you to practice odd and even numbers: https://www.ictgames.com/mobilePage/chimney/index.html Instructions for the game are underneath the game on the webpage. Remember we've love to hear how you got on in the class notebook.</p>	<p>This activity will give you the opportunity to work on your basic facts, remember the aim is to try to answer the questions within 4 seconds. There are games attached for black and yellow level, if you can't remember what colour you are working on ask an adult to help you to have a look at the black and yellow overview sheets and then together decide what level you should attempt.</p>
<p>Literacy – Read, Write, Inc</p> <p>There are different attachments for each group with tasks on each. These are new tasks from last week. Work through as many tasks as you can. This link might help parents with Read, Write, Inc: https://www.youtube.com/playlist?list=PLDe74j1F52zSCiOMSn3zQDSzgu9TrbQ1c</p> <p>The video Introduction to Daily Read Write Inc. Phonics Lessons may be particularly helpful. Lots of you have enjoyed trying the online lessons, you'll find these here:</p> <p>Set 1speed sounds, word time and spelling: https://www.youtube.com/playlist?list=PLDe74j1F52zSHkrG_OoWu0sHBTLCezq1G</p> <p>Set 2speed sounds and spelling https://www.youtube.com/playlist?list=PLDe74j1F52zTYEYHmhC68VV_LVvzu-imu</p> <p>Set 3speed sounds and spelling https://www.youtube.com/playlist?list=PLDe74j1F52zRjc5SKlq2QA85oScvky-PP</p> <p><u>Colours and sets</u> Red -set 1 Green & Purple -Set 2 Pink & Orange -Set 2 & 3 Yellow, Blue & Grey -Set 3</p>	<p>Literacy – Reading – Book Review</p> <p>Choose a favourite fiction or non-fiction text to enjoy reading yourself or with someone at home. Once you are finished, complete a book review for it. You can use the attached template or create your own. I can't wait for some book recommendations!</p>
<p>Literacy – Writing - A Day in the Life of...</p> <p>Think of a character from a story, film or television programme. Imagine you are that person for one day. Write a diary entry about your day as that character. What do you do when you wake up? Who do you talk to? What do you eat or drink? Who are your friends? Does anything exciting, strange or interesting happen to you?</p>	<p>Literacy – Listening & Talking- Guess Who?</p> <p>Asking the right questions is key to success in this game. Use the attached sheets to play a game of Guess Who?</p> <p>To play you will need:</p> <ul style="list-style-type: none"> Someone to play against

<p>Try to:</p> <ul style="list-style-type: none"> • include lots of detail in your diary • remember to use a capital letter at the start of each sentence and for someone's name • remember to use a full stop at the end of each sentence • use a connective like and, but or because to join two sentences together <p>Remember to share your diary entry with us. We can't wait to read about all of the exciting things that you get up to as your character!</p>	<ul style="list-style-type: none"> • A picture board each • Something to cover the pictures of the eliminated characters, for this you could use coins, counters or you could cut up pieces of paper and use these. • A book or board to put between you and your opponent so you cannot see each others picture cards. <p>Instructions:</p> <ul style="list-style-type: none"> • Each player chooses a character, they keep this a secret from their opponent • Take turns to ask your opponent a question to try to eliminate as many people as you can, if you ask are they wearing glasses and they are not then you cover everyone who has glasses on • The questions can only be answered with yes or no • When you are confident that you know your opponents mystery character you can guess who they are, however if you guess incorrectly you automatically lose so don't do this until you are absolutely sure • The person who identifies the mystery character first is the winner <p>If you already have Guess Who? at home you could use this, the attachments could be printed and inserted into your card holder if you wish.</p> <p>If you don't have the game at home and don't have access to a printer you could draw pictures of different characters or cut pictures out of a magazine. If you are doing this you could change the game slightly so that rather than both picking a character and asking questions at the same time you could take turns each and record how many questions it takes each person to identify the mystery character. If you do this you would only need one picture board. The person who asks the fewest questions would be the winner.</p>
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