

P2 Home Learning 18th January 2021

	Monday	Tuesday	Wednesday	Thursday	Friday
Activity 1 Literacy	<p><u>RWI Speed Sounds</u></p> <p>Please see the information sheet called Speed Sounds in this week's home learning folder.</p> <p>Each day, your child can access a short 10-15 minute speed sound lesson through www.ruthmiskin.com. The videos are available for 24 hours.</p> <p>Please note, we have added in an extra writing task to support the new sound covered.</p>	<p><u>Red Words</u></p> <p>Last week you identified the red words you haven't learnt yet. This week, choose 3 - 5 new words and try to practice them a little every day.</p> <p>Treasure hunt: Write the words on bits of paper and hide them around the room/garden. Can your child find them, bring them to you and read them? Can they write them in the air?</p>	<p><u>Stick Man - Writing</u></p> <p>Listen to the story of Stick Man by Julia Donaldson, read by Mrs Bryce here and think about all the different things Stick Man is used for.</p> <p>Now think about one thing that happened to him.</p> <p>Where was he? Who came along? What did they think he was?</p> <p>Your task is to create your own cartoon strip (using words and pictures) to retell one part of the story.</p> <p>You can use the templates 1a (blank) or 1b (with prompts) to help you.</p> <p>Here's an example of what you might write: (The words underlined may be different in your story.)</p>	<p><u>Grammar</u></p> <p>Can you remember, what nouns are? Can you remember what Proper Nouns are?</p> <p>Nouns are names of things in general. Eg. mum, tiger, city and table.</p> <p>Proper nouns are the names of a particular person, place or thing. Eg. Karan, Spain, Burnbrae.</p> <p>Try and think of your own proper nouns. Write them down or ask an adult to write them for you. How many countries, people's names, days and months can you think of?</p> <p>You can also go to Education City, Think Its, Early***.</p> <p>Try the game on Education City, Early*** Case invaders. Identify the Proper Nouns and squirt these alien that need a capital letter?</p>	<p><u>Reading</u></p> <p>Visit the Oxford Owl website https://www.oxfordowl.co.uk/ and log in using your class username and password (you can use Burnbraep2 for both).</p> <p>Choose your challenge, click on the book and read!</p> <p>Mild - Nog in the fog</p> <p>Spicy - What is it?</p> <p>Hot - What's in the woods?</p> <p>After you have read the book, talk about it with a grown up. What did you like about it? You could also answer the questions at the back of the book.</p> <p>For an extra challenge, can you identify any nouns in your book?</p>

			<p>Stick Man is <u>floating</u>. Here comes a <u>swan</u>. Stick Man beware of the <u>swan</u>! I'm not a <u>twig</u>. I'm Stick Man, I'm Stick Man, I'm Stick Man that's me.</p> <p>More challenge - include more detail in your writing. Make up another adventure for Stick Man where he is used for something else that is not already in the story.</p> <p>More support - draw the pictures for your story and ask a grown up to help with the writing.</p>	You can also find an activity sheet in files.	
Activity 2 Numeracy and Maths	<p><u>The Daily 5</u></p> <p>Each day, complete the 'Daily 5' - 5 mental maths questions to keep your number skills fresh.</p> <p>If you're not sure which sums are in your challenge zone, try the 'mild' ones first. If you can answer them quickly and without having to really think about them then you need to try a hotter challenge.</p> <p>You can find these sums attached to the</p>	<p><u>Alien Invasion - Adding game</u></p> <p>Go to https://www.arcademics.com/games/alien to play a fun addition game, you need to stop the alien invasion by finding sums which match your target number. Ask an adult to help you set your level before you start. You can make the number range smaller, and choose the 'slow' speed to make it easier, or choose larger numbers or a fast speed to make it harder!</p>	<p><u>Sum Dog</u></p> <p>Familiarise yourself with Sum Dog. Simply, type in Sum Dog into the internet search and select. You will then be asked for your child's username and password, enter these. Then select, Maths. Play the game. The questions will get progressively more difficult if you get the answer right. At the end of the game, the computer will set an area for your child to work on such as adding within 10, adding within 20.</p>	<p><u>Time</u></p> <p>Consolidate the time activities you did last week. Can you make o'clock times? Can you make half past times? Can you make quarter to and quarter past times? Can you write different times digitally?</p> <p>Select one of the time worksheets to complete.</p> <p>Play one of the time games on Education City or Top marks Maths</p>	<p><u>Money</u></p> <p>Revise money recognition. Use the coins up to £2 if you have them around the house, or make your own coins using paper or card from cereal boxes. Add two or three coins together. Can you work out the total? Remember to make it more challenging if your child is finding it easy.</p> <p>Play shops! Stick a few price labels on some random items in the house and see how much it will be to buy the items. Use your real coins on</p>

	assignment, or in this week's home learning folder.		<p>Try to play sum dog for 10 minutes each day.</p> <p>(Remember your log in details are in your jotter which you got sent home. If you do not have this, you can send us a message on teams.)</p>	<p>Education city game:</p> <p>Early *** 'Tick Tock'.</p> <p>Early *** 'Clocking In'.</p> <p>First * 'Wakey, wakey'.</p> <p>First * 'Snoozing Time'.</p> <p>Topmarks: Telling the Time, and scroll down to Mathsframe.</p>	<p>paper coins to pay for them or write down the answer.</p> <p>Make up a snack shop. Choose a few snacks that you and your family like to eat, use your coins to sell or buy snacks from your play snack shop throughout the day. You can even try and work out how much change may be needed.</p> <p>Education City also has a few games you can also try. Your login is in your jotter. Try 'Dino Day' out in Numeracy Early *** and 'Show me the Money' in numeracy First*.</p>
<p>Activity 3</p> <p>Other Curricular Areas</p>	<p><u>Not Just a Stick! - Design & Technology</u></p> <p>Watch Stick Man by clicking here. Look out for the different ways Stick Man is used by the characters in the story. You could note them down as you watch.</p> <p>Go outside and collect some sticks. Explore how you could use your sticks in different ways, like in the story. For example, as a pen, a bat, a nest.</p> <p>Can you think of any other ways you can use a stick?</p>	<p><u>Stick Man - Creative Task</u></p> <p>Create your own stick person, or stick family.</p> <p>Go for a walk and collect some nice sticks that you could use. You could also collect other natural materials to help you, such as pine cones, stones and so on. Use the materials you have collected to decorate your stick person.</p> <p>If you can't get outside to do this you could simply draw your character, or use any craft materials you might have such as wool, tissue paper or card to make one.</p> <p>Use the writing frame in this week's home learning folder to think about your stick person's family and where they live.</p>	<p><u>HWB -Kindness</u></p> <p>When we were off school back in March, people put rainbows in their windows to cheer people up when they were out for a walk. Again the message is to 'Stay at home', however, we can still go out for fresh air and exercise.</p> <p>Make a picture that you can display in your window. You may want to make a rainbow. Is there something else that may cheer people up as they walk past your house?</p>	<p><u>Robert Burns</u></p> <p>Use the fact file to read some facts about Robert Burns. Use the information you have read to answer the True or False questions.</p> <p>You may need an able to help you read the information.</p>	

You could create a shelter
for a small animal or
insect.

Or

Use sticks to create a
picture or pattern.

Or

Something else....

Have fun getting creative
with your ideas!



You may wish to make a
second picture for a
grandparent or neighbour
for them to display in
their window too.

