Year 2 Home Learning - Spring 1

In line with our home learning policy, we expect approximately one hour to be spent on home learning each week. This should include reading and maths skill practise. All other activities are suggestions and optional. If your child's class teacher has asked you to practice specific skills, this all counts too! Homework books will be handed out on a Friday and we ask that they are handed in by the Wednesday allowing us time to look at them before handing them back out.

Week 1: Term starts WB 6 th January 2025. Children are in school from Tuesday 7 th January 2025	Week 2 Hand in: 15/01/25	Week 3 Hand in: 22/01/25	Week 4 Hand in: 29/01/25	Week 5 Hand in: 05/02/25	Week 6 Hand in: 12/02/25
<u>English</u>	Read or listen to a variety of fairy tales. Which ones are you favourite and why?	Change these verbs into the past progressive form: skip, drink, skate, cry, wish. Eg. She was drinking some orange juice.	Write the story of Little Red Riding hood with an alternative ending.	Write a list using commas. It could be the toys you have, a shopping list or foods you have eaten.	Write about your favourite shop. Why do you like it? What does it sell? Try and include a list that uses commas.
<u>Maths</u>	How many different ways are there to make £1 £2 50p 20p What coins will you use?	Start to learn the 5 times table off by heart without counting up.	Use resources like buttons or beads to help you put these numbers into equal groups:9, 12, 15, 20, 27, 30. Is there more than one way? ⁱ	Practise using money at the shops. How many different ways can you make a pound?	Add two 2-digit numbers together (totaling less than 100). Add the tens first and then the ones.
<u>Foundation</u> <u>subjects</u>	Geography: Is there a different town/city you have visited recently? How is different to Ivybridge? Make a presentation or poster and send it to your teacher.	PSHE: What are your goals for the future? What job would you like? Where would you like to live?	DT: Use cardboard and straws to design your own movable vehicle. Don't forget your vehicle will need axles, levers and linkages to support its moving.	Science: Set up an experiment to find out whether the length or steepness of a slope affects how far a ball/car/tin will roll off the end?	Computing: Design an algorithm to make your favourite toy move around your house. Take pictures and send onto Dojo. Eg: Move five steps forward; turn right
<u>Spelling</u>	grass friendly pass great plant eight path bath class	wishing ask dreaming colour laughing touch caring glancing giggling	crying when tidying which hurrying who clapping grinning stepping	most does both goes only most because every everybody	Move other prove there improve their sugar sure sheep
<u>Reading</u>		t the books you share	h the Read Write Inc books bi	l rought home - <mark>log this in your c</mark>	hild's record book and hand this in daily.