

Home Learning Activities 6.5.22

Below are ideas for Home Learning Activities in the next few weeks leading up to the half term break.

Please select which activity or activities you would like to work on. You can choose one task or more. We would like to share at least one of your pieces of topic work so please bring into school for Thursday 26th May.

We have limited the tasks this time due to the term being a short one and we understand if the Year 2 children would prefer to concentrate on their Friday tasks in preparation for their SATs rather than completing these activities.

Wonderful World Topic:

Science - Animals and Habitats:

BBC Bitesize clips available at: <https://www.bbc.co.uk/bitesize/topics/zx882hv>

1. **Investigate a habitat and record the living things that live there.**
Habitats could include your garden, a pond, the river or somewhere further afield that you visit. You could show your ideas in a poster or a model.
2. **World habitats.** Choose a place in the World and investigate which animals live there. You could select a continent or a specific country. For example, which animals could you see if you visited Africa? Or Antarctica?
Find your location on a World map and record which animals you might see?
3. **Make a 2 or 3 d representation of a food chain** (see link above about food chains)

Literacy - Information texts on Animals

Suggested online link: <https://kids.nationalgeographic.com/animals>

1. Find and **read some information on an animal** of your choice. You could visit the library or use some suitable online information such as the National Geographic link above.
2. **Make a 'Top 10 list of facts'** for your chosen animal. The more unusual the better!
3. **Make an informative PowerPoint** about your animal to show to your classmates.
4. **Make a quiz** on your chosen animal for your classmates.

Art - Animals

1. Make a collage or a junk model of an animal of your choice.

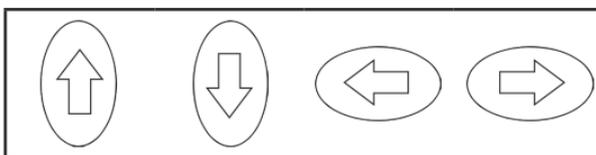
Mrs Mc Conaghy's Computing Task:

This term we are learning more about Algorithms (set of instructions). Below are some activities that you could have a go at (you do not need to do all of them):

1. Watch the clip from BBC bitesize to remind yourself what an algorithm is

<https://www.bbc.co.uk/bitesize/topics/z3tbwmn/articles/z3whpv4>

2. Write/draw a clear set of instructions on how to make a sandwich or you can choose your own activity to write about.
3. Using the 'Code like a Pirate' map create some instructions (algorithms) for the Pirate to follow to find objects on the map. What other objects could you help him find?



Find the compass.

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Find the gold coins.

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4. Use the j2code website <https://www.j2e.com/jit5#turtle> to move the objects around and create a set of instructions.
5. If you have access to Scratch Jr (<https://www.scratchjr.org/>) you could have a go at creating your own simple animations.