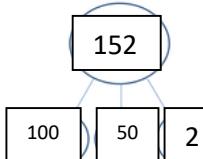
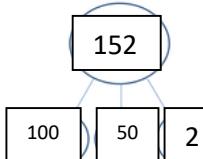
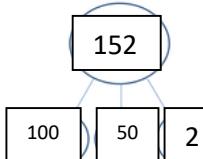


Year 2 Nova Home Learning

Day	Writing Task	Maths Task	Line of Enquiry Task												
1	<p>LO: To draw a story map https://www.booktrust.org.uk/books-and-reading/have-some-fun/storybooks-and-games/the-dragon-machine/</p> <p>Or search – The Dragon Machine read online Read along to the Dragon machine story. Get a grown up to split your page into 8 sections and then draw what happens in each part of the story and colour it in neatly.</p> <p>Tell the story to someone in your home, using the story map. (Keep the map as you will need it again for lesson 6!)</p>	<p>LO: To solve fractions</p> <p>Solve these problems using counters or objects from around your house to check your answers.</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td>$\frac{1}{2}$ of 10 =</td> <td>$\frac{1}{4}$ of 16 =</td> <td>$\frac{1}{3}$ of 21 =</td> </tr> <tr> <td>$\frac{1}{2}$ of 6 =</td> <td>$\frac{1}{4}$ of 8 =</td> <td>$\frac{1}{3}$ of 18 =</td> </tr> <tr> <td>$\frac{1}{2}$ of 20 =</td> <td>$\frac{1}{4}$ of 4 =</td> <td>$\frac{1}{3}$ of 9 =</td> </tr> <tr> <td>$\frac{1}{4}$ of 20 =</td> <td>$\frac{1}{3}$ of 15 =</td> <td></td> </tr> </table> <p>Can you write any of your own?</p>	$\frac{1}{2}$ of 10 =	$\frac{1}{4}$ of 16 =	$\frac{1}{3}$ of 21 =	$\frac{1}{2}$ of 6 =	$\frac{1}{4}$ of 8 =	$\frac{1}{3}$ of 18 =	$\frac{1}{2}$ of 20 =	$\frac{1}{4}$ of 4 =	$\frac{1}{3}$ of 9 =	$\frac{1}{4}$ of 20 =	$\frac{1}{3}$ of 15 =		<p>LO: To define key geographical vocabulary</p> <p>Create an illustrated dictionary for <i>at least</i> five of the following words. Your illustrated dictionary should include the word, its meaning and a picture.</p> <p><i>beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, city, town, village, factory, farm, house, office, port, harbour, shop</i></p>
$\frac{1}{2}$ of 10 =	$\frac{1}{4}$ of 16 =	$\frac{1}{3}$ of 21 =													
$\frac{1}{2}$ of 6 =	$\frac{1}{4}$ of 8 =	$\frac{1}{3}$ of 18 =													
$\frac{1}{2}$ of 20 =	$\frac{1}{4}$ of 4 =	$\frac{1}{3}$ of 9 =													
$\frac{1}{4}$ of 20 =	$\frac{1}{3}$ of 15 =														
2	<p>LO: To use adjectives</p> <p>Draw a picture of a dragon and then label it with lots of different adjectives. After that, write some sentences using the adjectives. E.g. – The dragon has a <u>long</u> tail. The dragon has <u>sharp</u> teeth.</p> <p>Can you underline any adjectives that you have used?</p>	<p>LO: To partition numbers into hundreds, tens and ones</p> <p>Use a part whole diagram to split these numbers into hundreds, tens and ones:</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td>252</td> <td>87</td> <td>369</td> <td rowspan="3" style="vertical-align: middle; text-align: center;">  </td> </tr> <tr> <td>361</td> <td>59</td> <td>754</td> </tr> <tr> <td>890</td> <td>26</td> <td>190</td> </tr> </table> <p>Can you do some more of your own?</p>	252	87	369		361	59	754	890	26	190	<p>LO: To make symbols for plans and maps</p> <p>Select <i>at least</i> five objects from around your house. Examine each object from a vertical perspective (looking down from straight above). What shape(s) can you see? Use the shape(s) you see to create a symbol for the object.</p>		
252	87	369													
361	59	754													
890	26	190													
3	<p>LO: To use conjunctions</p> <p>Extend the sentences using conjunctions – The dragon has a long tail <u>so that</u> it can eat its enemies. The dragon has sharp teeth <u>because</u> ...</p> <p>Conjunctions – for, but, although, after, as, once, until, till, since</p> <p>Can you underline the conjunctions you have used?</p>	<p>LO: To add and subtract 2 digit numbers</p> <p>Choose two 2-digit numbers and add or subtract them.</p> <p>Complete 10 different calculations.</p> <p>e.g. $25 + 46 =$</p> <p>Can you explain your reasoning? What strategies did you use to solve them?</p>	<p>LO: To draw a plan</p> <p>Draw a plan to show the layout of our classroom or a room in your house. Your plan must look down from straight above and include:</p> <ul style="list-style-type: none"> • the shapes of furniture • a map key to explain what the shapes mean 												

4	<p>LO: To use correct punctuation – capital letters, full stops, exclamation marks and commas.</p> <p>Read 'The Dragon Machine' until you know it really well. You could act it out with your family (even dress up!). Use the story map to help you remember the story as well.</p> <p>Start to write the story today in your own words.</p> <p>Can you underline your punctuation?</p>	<p>LO: To solve multiplication problems</p> <p>Choose either 2s, 5s or 10s and complete all multiplication facts for your chosen number.</p> <p>Challenge: Can you solve some problems that start with the answer? Eg = 2×10</p>	<p>LO: To use a map</p> <p>Play the <i>map, direction and location</i> game with family and friends. See attached (paper copy also sent home 20.3.20).</p>
5	<p>LO : To use correct punctuation – capital letters, full stops, exclamation marks and commas.</p> <p>Finish writing the story using your own words. If you have time, you could illustrate your story.</p> <p>Read your story in your best story telling voice aloud to someone in your home.</p>	<p>LO: To solve Division problems</p> <p>Choose either 2s, 5s or 10s and complete all division facts for your chosen number.</p> <p>Challenge: Can you solve some problems that start with the answer?</p>	<p>LO: To make a map</p> <p>Make a map that shows your route from home to school or a nearby shop. Your map must look down from straight above and include:</p> <ul style="list-style-type: none"> the shapes of key natural and human-made features a map key to explain what the shapes mean
6	<p>LO: To retell a new version of the story</p> <p>Get the story map that you drew of 'The Dragon Machine'. You are now going to change parts of it to make it your own story! Get an adult to draw a new 8 picture grid. Now draw the new story map but ... Change the dragon and choose your own creature. Change the character to another child and give them a name. Think of some new places where the character sees all these creatures. What are the warnings about this creature? What does your machine look like? What did your character get when they returned home?</p> <p>Tell your new version of the story to someone in your home.</p>	<p>LO: To use coins to make amounts</p> <p>Using a 1p, 2p, 5p and 10p coin, how many different amounts can you make?</p> <p>How many different ways can you make '£20 and 45p'? What coins or notes could you use?</p>	<p>LO: To collect, record and analyse geographical data</p> <p>Each day this week, research and record the temperature and weather conditions (sunny, raining, cloudy). Present your data in a table.</p> <p>At the end of the week, analyse your data and answer the following questions:</p> <ul style="list-style-type: none"> Which day was the warmest? Which day was the coolest? What is the difference between the warmest and the coolest temperature?
7	<p>LO: To use powerful verbs</p> <p>Your new creature is everywhere, but what are they doing? Write sentences about what they</p>	<p>LO: To use coins to make an amount and give change</p> <p>Set up a shop using toys or objects from around your house. Give each item a price tag. How many different ways can you pay for an item?</p>	<p>LO: To research a vehicle, its function and its parts</p> <p>Examine different types of vehicles such as cars, trucks, trains, pushchairs and trolleys. Choose your</p>

	<p>are doing and try to use powerful verbs. Ask the people in your home for ideas. E.g. The dragons <u>slurped</u> tea. The dragons <u>munched</u> on sticky sweets.</p> <p>Can you use an online thesaurus to add some more powerful verbs?</p>	<p>Challenge: If someone paid with a £5 how much change would they need?</p>	<p>favourite. Draw and label its parts including wheel, axel and chassis.</p> <p>Write an explanation to tell others how your vehicle's parts enable it to achieve its function e.g. sirens to clear traffic.</p>				
8	<p>LO: To write the opening to your story</p> <p>Start to write your story up to 'where the trouble began'.</p> <p>Can you describe the characters in your story? Draw a picture of them underneath your writing.</p>	<p>LO: To describe 3D shapes</p> <p>Can you find anything in your house that is a cube, cylinder, sphere, pyramid or cuboid?</p> <p>Copy and fill in this table:</p> <table border="1"> <tr> <th>Item</th> <th>shape name</th> <th>number of vertices</th> <th>number of faces</th> </tr> </table>	Item	shape name	number of vertices	number of faces	<p>LO: To design a moving vehicle with axles and wheels</p> <p>Collect a range of materials from around your house. How could you use these materials to make your favourite vehicle? Draw and label your design(s).</p> <p>Ask family and friends for kind, specific and helpful feedback to help you decide on a final design.</p>
Item	shape name	number of vertices	number of faces				
9	<p>LO: To write the middle of your story</p> <p>Write up to where the character flies away in the new machine.</p> <p>Can you read what you have written and check the punctuation? Can you draw a picture of something exciting that happened in your story? Maybe the machine.</p>	<p>LO: To find the lines of symmetry on a shape</p> <p>Draw and cut out some 2D shapes. How many lines of symmetry can you find on each shape? Are there any shapes that don't have a line of symmetry? Are there some shapes that have more than 1?</p>	<p>LO: To make a moving vehicle with axles and wheels</p> <p>Make your moving vehicle using your design. As you make your vehicle, reflect on its effectiveness and make necessary amendments.</p>				
10	<p>LO: To write the story ending</p> <p>Write the end of your story.</p> <p>Can you read the whole story to someone in your home? Can you illustrate the happy ending to your story? Can you act out the story? Have you used the powerful verbs and adjectives you have learned?</p>	<p>LO: To measure in cm</p> <p>Select 5 items from around your house and measure them in centimetres. Why is it important we start from 0cm?</p> <p>Create a table to record your measurements.</p> <p>Challenge: Can you find an object that is longer than 55cm? Can you find something that is shorter than 10cm?</p>	<p>LO: To evaluate and improve a vehicle with axles and wheels</p> <p>Test and evaluate your vehicle. Ask:</p> <ul style="list-style-type: none"> • Are the parts secure? • Do your wheels/ axle rotate? • Does it roll away freely when pushed? How far? • How can I improve my vehicle? 				

Maps, Location and Direction Game

Use this map to practice the use of directional language to find, describe and locate places on a map.

You will need:

- copy of the map
- 2-4 players
- set of task cards
- set of map items
- counters
- dice

Instructions:

1. Roll the dice to see who goes first. The student with the highest number gets to go first.
2. Pick up a task card and read aloud. The student must then give a verbal response or follow the instructions about placing an item somewhere on the map. If the correct response or action is given, the student gets to collect a counter.
3. The student with the most counters once all the task cards have been answered is the winner!
4. Remember, when solving directions make sure you look at the map front on, with the top of the map facing the top.

Maps, Location and Direction

Start at the school, go down Acacia Road, turn right on Pickles Road, turn left on Bishop Lane and finally turn right on Pacific Way. Where am I?

Maps, Location and Direction

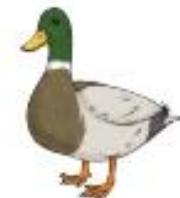
How would you describe the position of Twinklmart.

Maps, Location and Direction

Place the group of children at the top of the skate park.

Maps, Location and Direction

What is the name of the street between Dan's house and the skate park?



Maps, Location and Direction

There are some trees in between Stuart Lane and Noongar Street, put the bike in the middle of the trees.

Maps, Location and Direction

Drive down Bishop Lane away from the fruit shop and turn left on Pacific Way, drive to the end of the street and put the sale sign out the front.

Maps, Location and Direction

What is located across the road, on the right hand side of the bakery?

Maps, Location and Direction

If you are travelling up Bishop Lane and turn left on Gynn Terrace, what is on your left hand side?

Maps, Location and Direction

Place the football in the middle of the football field.

Maps, Location and Direction

Put the picnic basket at the top of Brooke Park lake.

Maps, Location and Direction

What is below the school?

Maps, Location and Direction

Place the car on Rose Street between the fruit shop and the pond.

Maps, Location and Direction

If I am at Zana's house, give directions on how to get to the skate park.

Maps, Location and Direction

Put the skateboard at the bottom of the skate park.

Maps, Location and Direction

How would you describe the position of the police station?

Maps, Location and Direction

Place the ice cream truck on the right hand side of the ice cream shop.

Maps, Location and Direction

If I started at Dan's house and drove straight, turned right down Bishop Lane and then turned left on Noongar Street and drove to the end. What is on your left hand side?

Maps, Location and Direction

What is the name of the street between the bakery and Simon's house?

Maps, Location and Direction

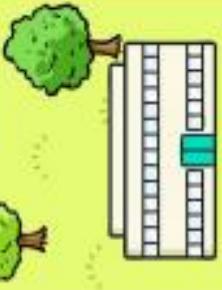
Drive down Acacia Road away from the school, then turn right onto Cooper Street, what is straight ahead?

Maps, Location and Direction

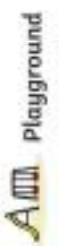
Put the duck in the middle of the pond.



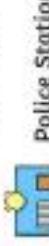
A



Key



A



Playground



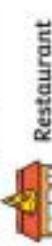
Police Station



House



Supermarket



Restaurant



School



Library



Bakery



Butcher



Fruit Shop



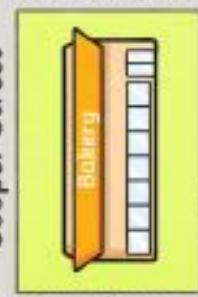
Acacia Road



Simon's House



Lark Avenue



Sidney Lane



Stuart Lane



Gynn Terrace



Brooke Park



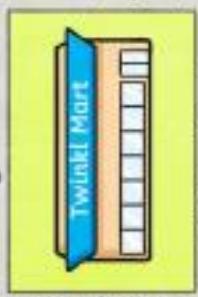
Noongar Street



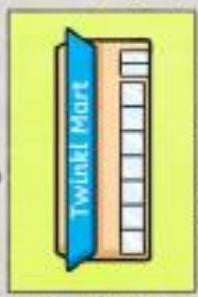
Zana's House



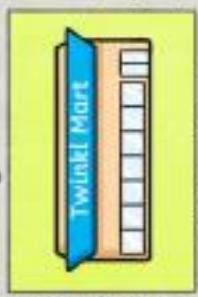
Acacia Road



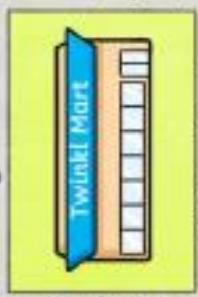
Bishop Lane



Twinkl Mart



Pickles Road



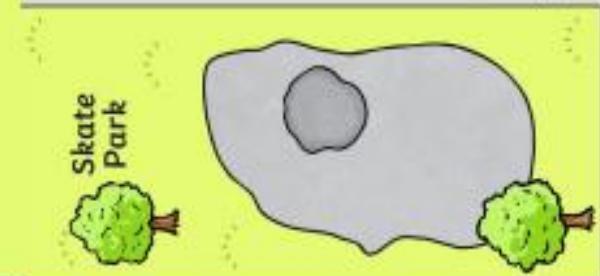
twinkl



visit twinkl.com.au

Pacific Way

twinkl



Skate Park



Dan's House



Ice Cream Shop

