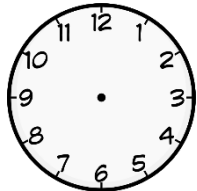



Year 2 Nova Home Learning

Day	Writing Task	Maths Task	Line of Enquiry Task
1	<p>Reading, spelling and handwriting to be completed every day.</p> <p><b>LO: To talk about a story</b></p> <p>Watch Wallace and Gromit in 'The Wrong Trousers'.  <a href="https://www.dailymotion.com/video/xmrd3a">https://www.dailymotion.com/video/xmrd3a</a>                      or on Netflix</p> <p>Discuss with the people in your home –                      Who was your favourite character and why?                      Which part did you like best?                      What would you have done when ... ?                      How would you have reacted when ... ?</p> <p>Draw a picture of your favourite part of the story.</p>	<p><b>LO: To tell the time to the hour, half past the hour, quarter to and quarter past the hour</b></p> <p>Have a look at this website and play the following game:  <a href="https://mathsframe.co.uk/en/resources/resource/116/telling-the-time">https://mathsframe.co.uk/en/resources/resource/116/telling-the-time</a></p> <p>Make a simple timetable for your day. Writing down the times you have breakfast, lunch and dinner. What time do you get up? What time do you go to sleep?</p>	<p><b>Line of Enquiry Launch</b>  <b>LO: To ask geographical questions</b></p> <p>Sing the 7 Continents Song  <a href="https://www.youtube.com/watch?v=K6DSMZ8b3LE">https://www.youtube.com/watch?v=K6DSMZ8b3LE</a></p> <p>Locate the continent of Africa on <i>Google Maps</i>  <a href="https://www.google.com/maps">https://www.google.com/maps</a></p> <p>Write <i>at least</i> three things you already know about the continent of Africa.</p> <p>Watch <i>Destination World: Africa</i> (National Geographic Kids)  <a href="https://www.youtube.com/watch?v=PSYHMYVfo">https://www.youtube.com/watch?v=PSYHMYVfo</a></p> <p>Write <i>at least</i> three questions you have about Africa. Choose <i>one</i> of your questions about Africa. Research your question and present your findings by the end of term 5.</p>
2	<p><b>LO: To use prepositional openers</b></p> <p>Watch the first 4 minutes of the film.                      Can you notice all the things that are in Wallace and Gromit's house?                      Write some sentences about where these things are. For example:  <b>On top of the ...</b>  <b>Next to the ...</b>  <b>By the side of ...</b>  <b>On the ...</b>  <b>Above the ..</b></p> <p>Did you notice ... picture on the wall, rockets, calendar, flap on door for dog, getting up machine, jam on toast machine, train track to bring things, safe behind picture, marrow framed on wall, postcards stuck up on fireplace?                      (The words in <b>bold</b> are the prepositional openers)</p>	<p><b>LO: To tell the time to the hour, half past the hour, quarter to and quarter past the hour</b></p> <p>Draw 8 circles and mark the numbers 1-12 around the outside to make a template clock.</p> <p>Can you record these times on your clocks?</p> <p>Quarter past 10                      12 o' clock                      Half past 4                      Quarter to 7                      Quarter past 5                      3 o' clock                      Half past 1                      Quarter to 8</p>  <p>Can you record any of your own times?</p>	<p><b>LO: To research facts about African Animals.</b></p> <p>Play <i>African animal top trumps</i> (attached) with your family.</p> <p>Research the following animals and write <i>at least</i> two interesting facts for each.</p> <p>Lion:  <a href="https://www.youtube.com/watch?v=tlZwYsJpqqo">https://www.youtube.com/watch?v=tlZwYsJpqqo</a></p> <p>Elephant:  <a href="https://www.youtube.com/watch?v=Fk3VdpuFx0Q">https://www.youtube.com/watch?v=Fk3VdpuFx0Q</a></p> <p>Hippopotamus  <a href="https://www.youtube.com/watch?v=ks_P46IZCzk">https://www.youtube.com/watch?v=ks_P46IZCzk</a></p> <p>Gorilla  <a href="https://www.youtube.com/watch?v=rHhSCO5-3Pg">https://www.youtube.com/watch?v=rHhSCO5-3Pg</a></p> <p>Play African animal charades with your family. What physical or behavioural characteristics will help them guess correctly?</p>

3	<p><b><u>LO: To identify the past and present tense</u></b></p> <p>Write some sentences about what happens in the first four minutes of the video. These should be in the past tense. For example – Wallace pressed a button. The jam hit the toast.</p> <p>Now have a go at writing the same sentences in the present tense. For example – Wallace presses a button. The jam hits the toast. It might help if you imagine you are explaining the video to someone who can't see the pictures.</p>	<p><b><u>LO: To solve time word problems</u></b></p> <p>I started my morning run at 12.15pm. I finished at 12.45pm. How long was I running for?</p> <p>Play this game and solve some more time word problems.</p> <p><a href="https://mathsframe.co.uk/en/resources/resource/118/addin-g-time-word-problems">https://mathsframe.co.uk/en/resources/resource/118/addin-g-time-word-problems</a></p> <p>Can you write a time word problem for a family member to solve?</p>	<p><b><u>LO: To write a fact file on an African animal – description and diet</u></b></p> <p>What is your favourite African animal? Over the next three days, write a fact file about your favourite African animal. Use the following headings:</p> <p><u>Description</u> Write <i>at least</i> three sentences to describe the physical appearance and behavioural characteristics of your chosen African animal.</p> <p><u>Diet</u> Write <i>at least</i> three sentences to describe the eating habits of your chosen African animal.</p>
4	<p><b><u>LO: To write in the present tense</u></b></p> <p>Watch how the mechanical trousers work (4-5 minutes). First, draw a picture of the trousers and label the different parts and features. Next, write some sentences to explain what the parts and special features might do. (Use your imagination to think about what the buttons and levers might do).</p>	<p><b><u>LO: To add times together</u></b></p> <p>For this activity you will need a timer or a clock.</p> <p>Time yourself and see how long it takes you to do 50 star jumps.</p> <p>How long does it take to do:</p> <ul style="list-style-type: none"> <li>• 50 star jumps and 20 squats?</li> <li>• 10 push ups and 15 burpees</li> <li>• 20 lunges and 10 sit ups?</li> </ul> <p>Write your answers in minutes.</p>	<p><b><u>LO: To write a fact file on an African animal – habitat &amp; interesting fact</u></b></p> <p>Continue writing your African animal fact file using the following headings:</p> <p><u>Habitat</u> Write <i>at least</i> three sentences to describe the natural home/ environment of your chosen African animal.</p> <p><u>Interesting Facts</u> Write <i>at least</i> two other interesting facts about your chosen African animal such as <i>Did you know...?</i></p>
5	<p><b><u>LO: To use imperative (bossy) verbs</u></b> (e.g. lift, press, go, take, attach).</p> <p>Write instructions on how to use the mechanical trousers. Use time connectives (first, next, then, after, finally). Think of a title. Use rhetorical questions in the introduction (Are you too busy to walk your dog? Have you ever wondered ...? Did you know that ...?)</p>	<p><b><u>LO: To solve problems using knowledge of time</u></b></p> <p>To warm up, look at a clock and count in 5s and 10s using the numbers around the edge. What time is it right now? What was the time 10 minutes ago? What will the time be in 25 minutes?</p> <p>Play this game: <a href="https://mathsframe.co.uk/en/resources/resource/119/find-the-start-time">https://mathsframe.co.uk/en/resources/resource/119/find-the-start-time</a></p> <p>There are lots more games on this website, have a go at some more and let us know what you think.</p>	<p><b><u>LO: To write a fact file on an African animal – labelled diagram</u></b></p> <p>To complete your African animal fact file, draw and clearly label your chosen African animal and its body parts.</p> <p>Self-edit your fact file using the checklist.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Capitalisation</li> <li><input type="checkbox"/> Spelling</li> <li><input type="checkbox"/> Punctuation</li> <li><input type="checkbox"/> Word choice</li> <li><input type="checkbox"/> Neatness</li> </ul>

6	<p><b><u>LO: To speak in the present tense</u></b></p> <p>Watch the video of Wallace's invention called The Snoozatron  <a href="https://www.youtube.com/watch?v=vGxRUglFFME">https://www.youtube.com/watch?v=vGxRUglFFME</a></p> <p>Turn the volume off and explain to someone in your house how it works while watching the video.  Write down some questions that you would like to ask Wallace about his invention. Remember to use a question mark each time.</p>	<p><b><u>LO: To solve multiplication and division problems</u></b></p> <p>To warm up, write the numbers 0-20 in words and digits.  Check your numbers are correctly formed.</p> <p>Solve these problems</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;"><math>8 \times 2 = 4 \times \dots</math></td> <td style="width: 50%;"><math>\dots \times 2 = 3 \times 8</math></td> </tr> <tr> <td><math>5 \times 4 = 2 \times \dots</math></td> <td><math>4 \times 3 = \dots \times 6</math></td> </tr> <tr> <td><math>\dots \times 6 = 2 \times 8</math></td> <td><math>6 \times 5 = \dots \times 3</math></td> </tr> <tr> <td><math>10 \div 5 =</math></td> <td><math>24 \div 2 =</math></td> </tr> <tr> <td><math>15 \div 3 =</math></td> <td><math>25 \div 5 =</math></td> </tr> </table> <p>Can you write some of your own and challenge your family?</p>	$8 \times 2 = 4 \times \dots$	$\dots \times 2 = 3 \times 8$	$5 \times 4 = 2 \times \dots$	$4 \times 3 = \dots \times 6$	$\dots \times 6 = 2 \times 8$	$6 \times 5 = \dots \times 3$	$10 \div 5 =$	$24 \div 2 =$	$15 \div 3 =$	$25 \div 5 =$	<p><b><u>LO: To listen and respond to African music</u></b></p> <p>What do you already know about African music? Watch and listen to the following musical performances.</p> <p>West African percussion performance in Gambia  <a href="https://youtu.be/l6lZk1qhsIk">https://youtu.be/l6lZk1qhsIk</a></p> <p>Jalikunda African Drums at Montserrat African Music Festival  <a href="https://youtu.be/kZHfmg1b4mc">https://youtu.be/kZHfmg1b4mc</a></p> <p>Answer these questions:</p> <ol style="list-style-type: none"> <li>1. How did the music make you feel?</li> <li>2. What instruments can you see and hear?</li> <li>3. How many performers can you see and hear?</li> <li>4. When do you think this style of music may be played?</li> <li>5. Choose four words that best describe African drumming.</li> </ol>
$8 \times 2 = 4 \times \dots$	$\dots \times 2 = 3 \times 8$												
$5 \times 4 = 2 \times \dots$	$4 \times 3 = \dots \times 6$												
$\dots \times 6 = 2 \times 8$	$6 \times 5 = \dots \times 3$												
$10 \div 5 =$	$24 \div 2 =$												
$15 \div 3 =$	$25 \div 5 =$												
7	<p><b><u>LO: To use conjunctions</u></b></p> <p>Write sentences to explain how The Snoozatron works. Extend each sentence with a conjunction.  Conjunctions – if you..., when you..., so that, because, even though, but, although, unless, until.</p>	<p><b><u>LO: To add amounts of money</u></b></p> <p>Using a weekly shopping list (you can make one up if you can't fine one) add up the cost of all the items on the list.  How much money do you need to pay for it?  Draw the notes and coins you will need? How many different coins or notes can you use to make the total?</p> <p>Here is a game you can play:  <a href="https://www.topmarks.co.uk/money/toy-shop-money">https://www.topmarks.co.uk/money/toy-shop-money</a></p>	<p><b><u>LO: To design an African-style djembe drum</u></b></p> <p>There are many ways you can create an African-style djembe drum.</p> <p>Collect a range of materials from around your house. How could you use these materials to make an African-style djembe drum? 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> <p>Looking for inspiration:  <a href="https://www.youtube.com/watch?v=U5MD3_PiCTI">https://www.youtube.com/watch?v=U5MD3_PiCTI</a>  <a href="https://youtu.be/fk1qZQiVqQ0">https://youtu.be/fk1qZQiVqQ0</a>  <a href="https://youtu.be/6tmMsWh851A">https://youtu.be/6tmMsWh851A</a>  <a href="https://www.youtube.com/watch?v=-COHNyFTOnc">https://www.youtube.com/watch?v=-COHNyFTOnc</a></p>										
8	<p><b><u>LO: To use a variety of conjunctions when explaining</u></b></p> <p>Watch some of Wallace and Gromit's 'Cracking Contraptions' videos.  <a href="https://www.youtube.com/watch?v=Xc5eqwzEgUo">https://www.youtube.com/watch?v=Xc5eqwzEgUo</a></p> <p>Can you think of your own 'Cracking Contraption'?  What would it do? How would it work?</p>	<p><b><u>LO: To add, subtract, multiply and divide</u></b></p> <p>Using a deck of cards (You can make some cards 0-12 if you don't have any cards), pick 2 out at random.  Now add both cards together. Then subtract them. Can you multiply them? Can you divide them?  Write down all the sums you create.</p>	<p><b><u>LO: To make an African-style djembe drum</u></b></p> <p>Make your African-style djembe drum using your design. As you make your djembe drum, reflect on its effectiveness and make necessary amendments.</p>										

	Draw and label a picture of it and then explain how it works to someone in your house. Try and use some of the conjunctions you used yesterday.		
9	<p><b><u>LO – To write an explanation text</u></b></p> <p>Take two days to write about your invention. Make sure you explain how it works, what all the levers and buttons are for, any warnings and special instructions.</p> <p>Title</p> <p>Introduction (including rhetorical question)</p>	<p><b><u>LO: To make patterns using 2D and 3D shapes</u></b></p> <p>To warm up, write the names of all 2D and 3D shapes you can think of. Ask a grown up or use a dictionary to make sure you have spelt them correctly.</p> <p>Create a repeating pattern using 2D or 3D shapes. You can do this using paints, chinks, pencils or real life objects.</p> <p>How many different patterns can you create?</p>	<p><b><u>LO: To evaluate and improve African-style djembe drum</u></b></p> <p>Test and evaluate your African-style djembe drum. Ask:</p> <ul style="list-style-type: none"> <li>• Are the parts secure?</li> <li>• Is your African-style djembe drum comfortable to hold?</li> <li>• Does your African-style djembe drum make a variety of sounds when hit in different places?</li> <li>• Is your djembe drum decorated to reflect your unique character?</li> <li>• How can I improve my djembe drum?</li> </ul>
10	<p>Present tense</p> <p>Include conjunctions</p> <p>Warnings might need exclamation marks</p> <p>Subheadings</p> <p>Final statement – Now you can ...!</p> <p>Send in pictures of your inventions so they can be posted on Twitter!</p>	<p><b><u>LO: To add 2 digit numbers together</u></b></p> <p>To warm up, write the numbers 20 – 50 in words and digits. Have you formed your numbers correctly?</p> <p>Solve these addition problems:</p> <p>25 + 34 =            43 + 35 =  56 + 43 =            21 + 12 =  61 + 23 =            82 + 10 =  15 + 62 =            45 + 23 =</p>	<p><b><u>AFRICAN DRUMMING LESSON</u></b></p> <p>Access your African drumming course by following the link:  <a href="https://www.inspire-works.co.uk/home-school-online-learning">https://www.inspire-works.co.uk/home-school-online-learning</a></p> <p>Username: nova@inspire-works.co.uk  Password: NOVAPS2</p> <p>Complete all up to slide 8 and discover logbook entry: How I took part in making music?</p> 

# How to Play Top Cards

**Aim of the game:** To win all of the cards.

**How to play:**

- Shuffle and deal out all the cards equally (leave any spare).
- Each player holds their cards in a pile facing towards themselves, with only the top card showing.
- Roll or decide who goes first.
- The first player reads out the name of the animal on the top card of their pile.
- Then, they pick their highest data value, for example it could be 'Speed', to challenge the other players with.
- The other players then read out the name of the animal on their top cards and the matching data value.
- The player with the highest number for that round wins and collects all the top cards played and places them with their own at the bottom of their pile.
- It is then the winners turn next.
- If two or more cards have the same highest number, then all the top cards are placed in the middle and the same player plays again using their next card. The winner of that round collects all the cards in the middle, as well as the ones from the new round.
- The game ends when one player has collected all the cards and they are the winner!





### Antelope

Risk of Extinction: 72

Speed: 42mph Size: 43

Max. Age: 10 Beauty: 52

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### Mountain Gorilla

Risk of Extinction: 100

Speed: 25mph Size: 78

Max. Age: 50 Beauty: 45

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### Rhinoceros

Risk of Extinction: 100

Speed: 31mph Size: 98

Max. Age: 40 Beauty: 35

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### Chimpanzee

Risk of Extinction: 97

Speed: 25mph Size: 44

Max. Age: 50 Beauty: 55

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### Ostrich

Risk of Extinction: 24

Speed: 43mph Size: 84

Max. Age: 40 Beauty: 12

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### African Elephant

Risk of Extinction: 88

Speed: 15mph Size: 92

Max. Age: 70 Beauty: 85

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### Zebra

Risk of Extinction: 21

Speed: 40mph Size: 51

Max. Age: 20 Beauty: 59

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### Vulture

Risk of Extinction: 92

Speed: 60mph Size: 12

Max. Age: 20 Beauty: 2

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## Giraffe

Risk of Extinction:	83
Speed: <b>37mph</b>	Size: <b>97</b>
Max. Age: <b>25</b>	Beauty: <b>83</b>

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## Cheetah

Risk of Extinction:	85
Speed: <b>74mph</b>	Size: <b>41</b>
Max. Age: <b>19</b>	Beauty: <b>90</b>

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## Hippopotamus

Risk of Extinction:	87
Speed: <b>19mph</b>	Size: <b>99</b>
Max. Age: <b>50</b>	Beauty: <b>46</b>

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## Lion

Risk of Extinction:	89
Speed: <b>50mph</b>	Size: <b>62</b>
Max. Age: <b>14</b>	Beauty: <b>92</b>

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## Bat

Risk of Extinction:	71
Speed: <b>40mph</b>	Size: <b>2</b>
Max. Age: <b>30</b>	Beauty: <b>21</b>

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## Leopard

Risk of Extinction:	73
Speed: <b>36mph</b>	Size: <b>40</b>
Max. Age: <b>14</b>	Beauty: <b>93</b>

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## Gazelle

Risk of Extinction:	75
Speed: <b>60mph</b>	Size: <b>37</b>
Max. Age: <b>17</b>	Beauty: <b>51</b>

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## Jackal

Risk of Extinction:	28
Speed: <b>40mph</b>	Size: <b>29</b>
Max. Age: <b>12</b>	Beauty: <b>37</b>

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