

Homework - Year 2 – Pack 2

English



Task 1 – Word types

To organise different words into four groups. Use these subheading to help you...

nouns / adjectives / verbs / adverbs

cottage	slowly	mean	thoroughly
colourful	pen	gently	push
run	picked	trainers	gorgeous

Challenge – Can you think of any of your own examples and put these words into sentences?

Task 2 – Adjectives

To organise the adjectives into the two categories;

Appearance / Personality

thin legs	nasty	horrible	bright clothes
kind	blue eyes	sweet	gentle
large ears	caring	sharp teeth	furry tail

Challenge – Can you think of any of your own examples and put these examples into your own sentences?

Task 3 – Adjectives and noun phrases

Meet the Beast. Use adjectives, noun phrases or similes to describe the Beast. Use these subheadings to organise your plan and your description.

Appearance / Personality / Likes / Dislikes



Top tip – a noun phrase is an adjective and a noun.

Task 4 – Story setting

To create and describe the Beast's castle using adjectives, noun phrases and similes. Here are some examples of some noun phrases...

colourful windows / oak doors / pointy roofs

Top tip – an adjective describes the noun.



Task 5 – Story writing

To re-write a three part story of your choice with a beginning, middle and end. Some stories that you could choose might include; Beauty and the Beast, Snow White and the Seven Dwarfs or Rapunzel.

Challenge – To mix up your own fairy tale story by putting different fairy tale characters together and recreating your own story.

Task 6 – Instructions

To write a set of instructions to help the Beast turn back into a prince. You should use numbers, time conjunctions and imperative verbs (mix/stir/shake/roll) in your instructions. Use as many disgusting or nice ingredients as you like.



Top tip – Instructions tell a reader how to make or bake something.

Task 7 – Play script

To write a play script or to write a scene from the story 'Beauty and the Beast'. Remember that a play script is used by actors to remember their lines. Here is an example of how a play script is set out...

Beast: Get out of my castle!

Belle: I need to find my father.
(Belle searches the castle dungeon.)

Top tip – The dialogue tells the actors what to say.

Task 8 – Rhyming words

To create a list of rhyming words using the sound examples below.

aw (straw)	ar (car)	dge (judge)	ch (church)
ng (sting)	oy (toy)	oi (spoil)	qu (quiz)

Task 9 – Rhyming couplets

Use these words to create your own rhyming couplets. Remember that the last word in each line needs to rhyme. Here is an example...

They could not start the **car**,
Because they were looking at as **star**.

Task 10 – Acrostic poem

The first letter in each line should spell a word. Here is an example of an acrostic poem...

Makes me feel better
Only thinks of others
Takes me to get ice cream
Helps me with my homework
Every day is there for me
Ready to give a hug

Challenge – Can you create an acrostic poem using a word of your choice?

Mathematics**Task 1 – Partitioning and recombining**

To partition (pull apart) and recombine (put back together) two-digit numbers and three-digit numbers of your choice.

31



66	16	60	24	42	20	40
36	30	63	60	11	99	49

Task 2 – Partitioning and recombining

To match calculations, digits and words for two-digit numbers and three-digit numbers. You could draw your own numbers and match the calculations to your numbers.

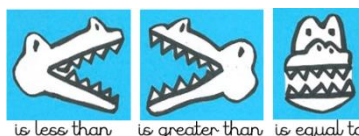
31

thirty-one

30 + 1

**Task 3 – Size of numbers**

To organise numbers and calculations using these three symbols; < (is less than) > (is greater than) and = (is equal to). You could use these three symbols and organise your own numbers or calculations.



is less than

is greater than

is equal to

3 + 7	30 + 20	60 - 40	5 + 5	3 x 5	6 + 6	17 + 5
12 ÷ 2	30 - 15	100 ÷ 10	50 + 15	50 - 10 - 10	5 x 10	67 + 2

Task 4 – Number bonds to 20

Can you use the numbers below to make the total 20?

13	15	10	0	8	6	5
10	7	20	14	12	15	11

Task 5 – Number bonds to 100

Can you use the numbers below to make the total 100 using multiples of ten?

30	0	10	80	40	60
100	70	20	90	50	50

Task 6 – Addition and subtraction - Relationships

Can you find the three numbers that have a relationship using addition and subtraction? Remember that you can write four calculations using these numbers. Here is an example...

3 7 10

1. $3 + 7 = 10$
2. $7 + 3 = 10$
3. $10 - 3 = 7$
4. $10 - 7 = 3$

10	6	50	4	20	32	28
30	80	20	20	100	8	40
16	4	23	5	27	20	8

Top tip – The position of the biggest number never changes.

Task 7 – Multiplication and division - Relationships

Can you find the three numbers that have a relationship using multiplication and division? Remember that you can write four calculations using these numbers. Here is an example...

3 5 15

1. $3 \times 5 = 15$
2. $5 \times 3 = 15$
3. $15 \div 3 = 5$
4. $15 \div 5 = 3$

3	3	10	6	12	30	20
10	4	2	5	20	40	10
7	12	2	4	6	60	4

Top tip – The position of the biggest number never changes.

Task 8 – Addition and subtraction

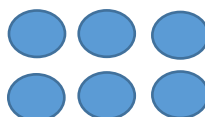
To add and subtract one and two-digit numbers. Choose numbers from the box below to create your own calculations. You could use your own numbers if you like.

50	20	74	41	80	42	19
7	22	15	36	6	24	9
13	55	12	64	21	30	4

Task 9 – Multiplication and division

To create and solve division and multiplication calculations. You could create your own division and multiplication calculations and solve them using drawings or methods (grouping and arrays) or you could share out some cherries onto cakes or any other examples you can think of.

$$2 \times 3 = 6$$




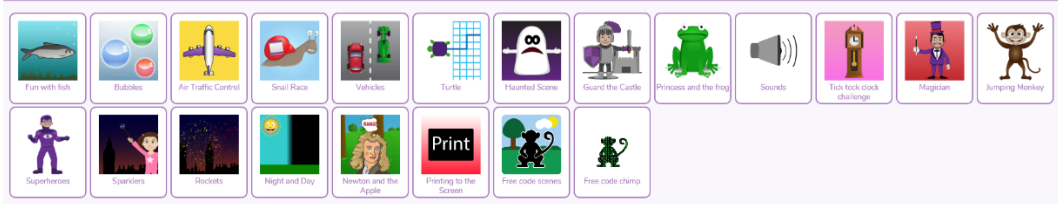

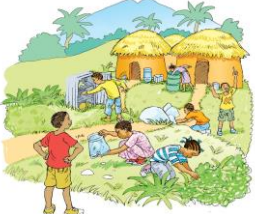
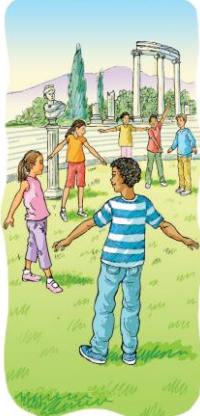
$$6 \div 3 = 2$$



4	5	20	2	8	16
3	10	30	2	5	10

Top tip – the groups have to be the same size (equal).

	<p>Task 10 – Shape</p> <p>To go on a shape hunt and to find and name as many 2D and 3D shapes as you can find. To create a drawing or building using different 2D and 3D shapes.</p> <p>Top tip – 2D shapes are flat and 3D shapes are solid.</p>												
Times tables	<p>Task 1</p> <p>Can you practice counting forwards and backwards in 2s, 5s and 10s?</p> <p>2x tables – 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24</p> <p>5x tables – 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60</p> <p>10x tables – 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120</p>												
R.E	<p>Task 1 – The Mass</p> <p>Mass is a celebration. Could you think of and either list or draw as many different examples of celebrations. You could even think about other celebrations celebrated around the world.</p> <p>An example of another celebration is a birthday.</p> <p>Task 2 – The Mass</p> <p>At the beginning of Mass we say ‘sorry’ to God. Could you list different examples of the times when people need to say sorry:</p> <p style="text-align: center;">In the classroom / in the playground / at home</p> <p>Task 3 – The Mass</p> <p>At Mass we stand to listen to Gospel readings to listen to the words of Jesus and to follow his teaching. One Gospel reading that you have listened to is ‘Jesus feeds 5,000 people’. Your task is to rewrite this story using the word bank below to help you. You could also draw/paint a picture of your favourite part of the story.</p> <table><tr><td>Jesus</td><td>5,000 people</td><td>crowd</td><td>hillside</td></tr><tr><td>disciples</td><td>fish and bread</td><td>feed</td><td>miracle</td></tr><tr><td>money</td><td>small boy</td><td>basket</td><td>amazing</td></tr></table>	Jesus	5,000 people	crowd	hillside	disciples	fish and bread	feed	miracle	money	small boy	basket	amazing
Jesus	5,000 people	crowd	hillside										
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Easter	<p>Task 1 – Designing a card</p> <p>To design and create your own Easter egg card or cards.</p> <p>Task 2 – Designing an Easter egg</p> <p>To design and create your own Easter egg or eggs. You could do this by painting on a real egg or you could draw your own design on paper.</p> <p>Top tip – Boil the egg before you start painting.</p> <p>Task 3 – Easter egg hunt</p> <p>To hide Easter eggs or your decorated eggs around the house for somebody else to find. You could give clues, play hot or cold or create a treasure map.</p>												
Science	<p>Task 1 – Materials</p> <p>To go on a material hunt and to list all of the materials that you can find; either inside your house or in the garden. Here are some materials for you to try and find...</p> <table><tr><td>metal</td><td>wood</td><td>plastic</td></tr><tr><td>copper</td><td>gold</td><td>glass</td></tr><tr><td>cotton</td><td>wool</td><td>stone</td></tr></table> <p>You could then organise your materials or objects into two categories:</p> <p style="text-align: center;">Natural materials / Man-made materials</p> <p>Top tip – Man-made materials are made and not found naturally.</p>	metal	wood	plastic	copper	gold	glass	cotton	wool	stone			
metal	wood	plastic											
copper	gold	glass											
cotton	wool	stone											

	<p>Task 2 – Materials</p> <p>Investigation – What material will let the most amount of light through?</p> <p>Can you test different materials to find out what materials lets light through? To do this you will need to use a torch and shine it through different types of material.</p> <p>Top tip – You can only change one variable to make it a fair test (this is your type of material).</p>
<p>Purple Mash</p> 	<p>Task 1 – Reading activity</p> <ol style="list-style-type: none"> 1. Click on the box 'Serial Mash' 2. Click on 'Diamonds' 3. Click on 'Wolf's New Friends' <p>To read the 5 chapters of 'Wolf's New Friends' and to complete the activities:</p> <p>quiz / missing words / joining words / GPS activities</p> <p>The chapters and activities are to be spread out over the weeks</p> <p>Task 2 – Computing activity</p> <ol style="list-style-type: none"> 1. Click on the box 'Computing' 2. Click on '2code' 3. Click on 'Chimp' activities <p>To complete the 'chimp' activities for coding – The first activity should be called 'Fun with fish'.</p> <p>Chimp:</p>  <p>To complete one coding activity each day.</p> <p>Task 3 – Games</p> <ol style="list-style-type: none"> 1. Click on the box 'Games' 2. Click on 'Fractonio's Pizzeria' 3. Click on 'Chimp' activities <p>To help to create different pizzas for the pizzeria.</p>
<p>P.E. Games and activities</p> 	<p>Game 1 – Games from around the world</p> <p>Pilolo – from Ghana</p> <p>Pilolo is a hiding game using sticks, stones, coins or other small items. One person hides the objects. It's then a race for all the other players to find one of the hidden items and get back to the finish line first. You need quick eyes and quick feet for this game!</p>  <p>Game 2 – Games from around the world</p> <p>Statues – from Greece</p> <p>One child is 'it' and stands in the centre of a large space, counting loudly. The other players walk around waiting for that person to shout, 'statue'. When they hear this word, the players freeze like statues. Anyone who is moving is out. Then, the person who is 'it' tries to make the others laugh or move. The last player remaining as still as a statue is the winner and becomes the new 'it'. This game can be great for practising your balance if you are standing in an awkward position.</p> 

Art



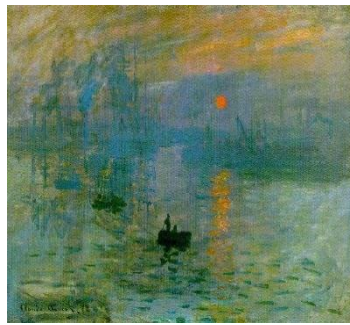
Task 1 – Impressionism

To research different artists that were famous for painting using impressionism. Here are some artists that you could research and find out what art work they created:

Claude Monet / Vincent Van Gogh / Pierre-Auguste Renoir

Task 2 – Impressionism

To recreate a famous piece of impressionism art.



Challenge – To paint your picture of a sunset.

Task 3 – Drawing an animal

To follow the 6 steps to draw a lion.



Step 1: First, draw the snout along with the nose and mouth



Step 2: Next, draw the eye and mane



Step 3: Draw the ear and mane patterns



Step 4: Draw the back

Step 5: Draw the legs and the body



Step 6: Draw the rest of the legs and add the tail

PSHE



Task 1 – Friendships

To write down all the qualities that you look for in a friend. An example of a quality might be **friendly**. You could draw a picture of a friend and write down all of the good qualities in one colour and all of the negative qualities in another colour. For example **selfish** could be a negative quality.



To create a friendship potion (How to make the perfect friend) using the good qualities that you have listed and remember to use your features of instructional writing. Here


Imperative verbs – mix, stir, sprinkle, push, roll, pour


A collection of various glass bottles and flasks, including round-bottom flasks, graduated cylinders, and beakers, arranged on a white surface.

You could then create your friendship potion using different coloured liquids. You could use your skills as a scientist here and think about the density of liquids (liquids that will be at the bottom and liquids that will sit at the top).


Change these groups of 10s into 10 times table facts.


 = x = 10


 = x =



 = x =

 = X =


 $= \underline{\quad} \times \underline{\quad} = \underline{\quad}$


 = x =


 = X =


 = x =