Dear Class 2,

I hope that you are all O.K and are keeping yourself busy by playing games, helping out at home and having lots of fun. Just remember to keep smiling and to appreciate spending time with your family and to enjoy your time together. We all know that this is a tricky time but all you have to remember is that it will all be O.K in the end and we will be back together at school soon, playing at the park and visiting family members. This will all be over before you know it so until then keep smiling and be kind to the people around you.

Looking forward to seeing you soon,
Mr Freeman

English	

Task 1 – Word types
To organise different words into four groups. Use these subheading to help you...
nouns / adjectives / verbs / adverbs

slowly	caring	table	nicely
flower	kicking	smooth	push
dull	quickly	crawling	McDonalds

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

Task 2 – Verbs
To use each verb and to rewrite it in the past tense and the present tense;
Past tense / Present tense

jump	pour	talk	eat
sprint	hop	kiss	run
kick	push	look	mix

Challenge – Can you put these verbs into your own sentences?

Top tip – use the suffixes 'ed' and 'ing' to change the tense.

Task 3 – Adjectives and noun phrases
Meet the Wicked Witch of the West. Use adjectives, noun phrases or similes to describe the Wicked Witch of the Westt. 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 together – beautiful butterfly.

Task 4 – Story setting
To create and describe the Witch's spooky castle using adjectives, noun phrases and similes. Here are some examples of some noun phrases…

Challenge – To describe the inside and the outside of the spooky castle.

Task 5 – Story writing

To re-write a three part story of your choice that includes a witch. You could choose a story with a good or evil witch. Your story must include a beginning, middle and end. Some stories that you could choose might include; Hansel and Gretel, Snow White and the Seven Dwarfs or The Wizard of Oz.

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 seven dwarfs to wake up Snow White .Think of all the magical ingredients that you could use. You should use numbers, time conjunctions and imperative verbs (mix/stir/shake/roll) in your instructions. Remember to include these features…

Time conjunctions – **First, Then, Next, After that, Finally**
Imperative verbs – **mix, stir, sprinkle, push, roll, pour**
Adverbs – **quickly, slowly, carefully, gently, calmly**

Top tip – Instructions are always in order and are numbered.

Task 7 – Play script
To write a play script or to write a scene from the story 'Snow White and the Seven Dwarfs' or another fairy tale of your choice. 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 – Newspaper report
To write a newspaper report about the events that happened during the story 'Snow White and the Seven Dwarfs.' We have previously practised writing and asking interview questions and piecing together a newspaper report. You could create your own newspaper report or choose a different incident from a fairy tale story of your choice.

Top tip – A reporter talks about something that has already happened

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.

2 1

12	22	21	84	48	18	80
51	15	55	20	66	26	8

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. Here are some calculations for you to use…

30 + 5	6 + 10	40 + 8	80 + 6	7 + 20	9 + 90
50 + 5	10 + 2	20 + 2	3 + 70	40 + 4	50 + 1

2 1   **twenty-one**   **20 + 1**

Task 3 – Size of numbers

To organise numbers and calculations using this symbol = (is equal to). Can you find and match the two calculations that have the same answer?

is equal to

36 + 2	30 + 40	3 x 5	5 + 5	5 x 5	100 - 30	20 - 5
40 ÷ 4	50 – 30 - 13	60 ÷ 10	14 ÷ 2	30 + 8	10 - 4	25 + 25

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 – Number bonds to 100

Can you use the numbers below to make the total 100?

36	27	64	88	59	12
73	41	45	92	55	8

Task 7 – 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…

30   70   100
1. 30 + 70 = 100
2. 70 + 30 = 100
3. 100 – 30 = 70
4. 100 – 70 = 30

20	15	12	40	20	8	100
53	30	48	47	50	21	21
60	40	5	20	8	100	42

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

Task 8 – 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 x 5 = 15
2. 5 x 3 = 15
3. 15 ÷ 3 = 5
4. 15 ÷ 5 = 3

8	8	10	3	80	7	60
2	10	2	20	7	10	5
30	4	5	14	6	16	35

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

Task 9 – Missing numbers

Can you complete the sequences by including the missing numbers?

14	15		17
	25	26	

83		85	86
93			96

36	37	
		48
56	57	58

		10
18	19	20
28	29	

1) Count on

| 27 | 37 | | 57 | | | 87 | |

2) Count on

| | 13 | 23 | | | 53 | 63 | |

3) Count back

| 92 | 82 | | 62 | | | 32 | |

4) Count back

| | 80 | | | 50 | 40 | | 20 |

5) Count on

| 11 | | 31 | | | 61 | 71 | |

6) Count back

| | 88 | | 68 | 58 | | | 28 |

7) Count on

| | 36 | | 56 | | | 86 | |

Challenge –You could complete your own sequences.

Task 10 – 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 toppings onto a pizza.
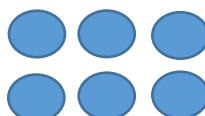
2 x 3 = 6   6 ÷ 3 = 2

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

| Times tables	
	Task 1 Can you practice counting forwards and backwards in 2s, 5s and 10s? **2x tables** – 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24 **5x tables** – 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60 **10x tables** – 0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120
R.E 	**Task 1 – Eastertide** Sometimes we hear bad news that turns into good news. Moving to a new school or a new class can seem like bad news that turns into good news. Later on, we see that the move has brought us new friends and new things to do. **One day, before he died Jesus had some bad news for his disciples.** What was the bad news that Jesus gave to his disciples? What was the good news that Jesus gave to his disciples? Can you think of something that happened to you or someone else that seemed bad news at first, but changed later? **Task 2 – Eastertide** Here is a picture of Jesus and his disciples. He told them that he was going to leave them and they were very upset. What do you think they were saying to him? What questions would you ask Jesus? **Task 3 – Eastertide** The story 'Jesus Appears' is the story of when the disciples had seen Jesus die, but three days later they had seen him alive again. They knew that something wonderful had happened. Jesus had risen from the dead. Can you write this story using the word bank below? You could write a story, tell the story through pictures or use a comic strip. | Jesus	Peter	disciples	fishing
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boat	breakfast	alive	seashore
risen	fish	miracle	nets	
Science 	**Task 1 – Animals** Can you name all of these birds? You could then research other birds or paint a picture of your favourite bird and then go bird spotting in your garden or out of your window.
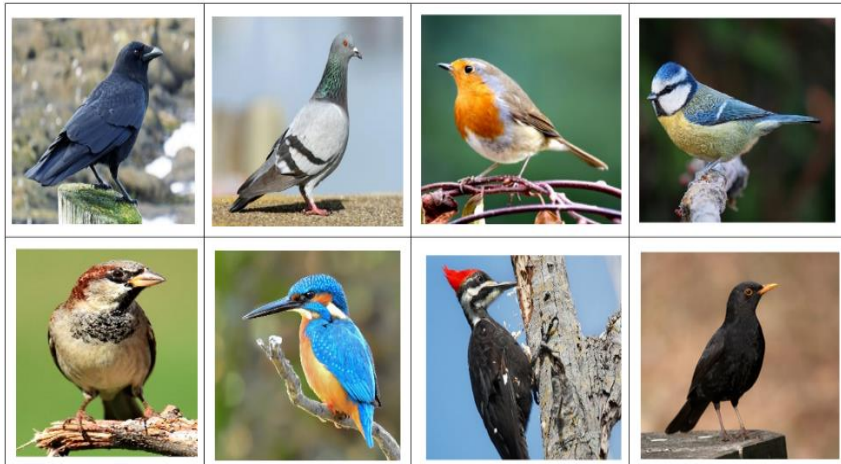
Task 2 – Animals

To create a bird feeder or bird box for a bird. You could then paint and decorate this however you like and sent a picture of your work into school. Here are some examples...
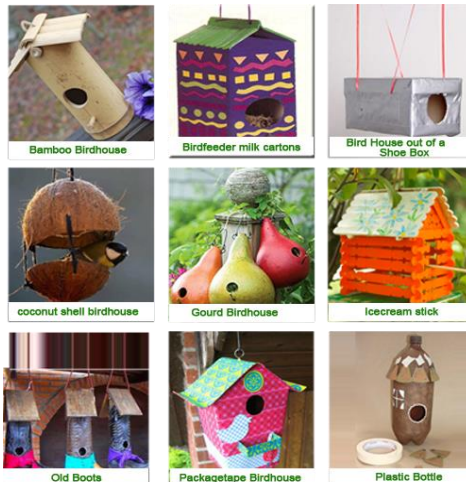
Top tip – Your home needs to be in a safe place.

Task 3 – Animals

Can you match the adult and the offspring together and draw a picture of them both together?

foal	caterpillar	puppy	frog
tadpole	calf	horse	chick
butterfly	cow	dog	bird

Can you think of anymore adult animals and their offspring?

Top tip – that an offspring is another word for baby.

Purple Mash

Task 1 – Reading activity
1. Click on the box 'Serial Mash'
2. Click on 'Diamonds'
3. Click on 'Ned and the detectives'

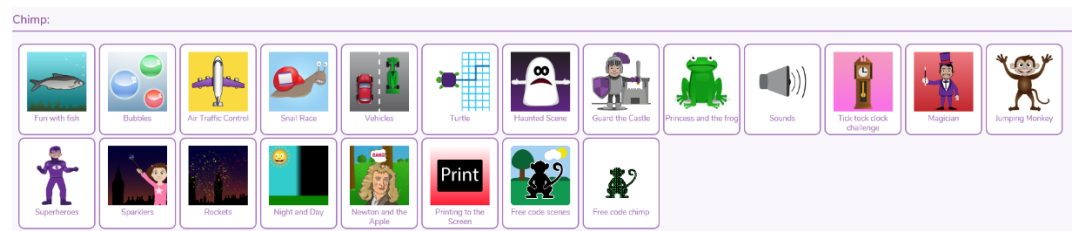To read the 5 chapters of 'Ned and the detectives' and to complete the activities for each chapter:

quiz / missing words / joining words / paint project

The chapters and activities are to be spread out over the three weeks

Task 2 – Computing activity
1. Click on the box 'Computing'
2. Click on '2code'
3. Click on 'Chimp' activities

To complete the 'chimp' activities for coding – The first activity should be called 'Fun with fish'.

To complete one coding activity each day.

	Task 3 – Games 1. Click on the box 'Games' 2. Click on 'Sequence snake' 3. Work through each stage. To create different number sequences.
P.E, Games and activities	**Game 1 – Games from around the world** **Oonch Neech – from Pakistan** The name of this game means 'up down'. It involves lots of running around. Players have to be 'up' off the ground, such as on a chair, or 'down' where they must be touching the ground. One player is 'it' and has to catch the others. It uses up lots of energy and is great fun. **Game 2 – Games from around the world** **Skippyroo – from Australia** In this game, one person pretends to be a sleeping kangaroo with its eyes shut. When a player touches the kangaroo's shoulder, the kangaroo has to guess who it is. This game is all about guessing.
Art	**Task 1 – Pointillism** Pointillism uses different sized dots to create an image. To research different artists that were famous for painting using pointillism. Here are some artists that you could research and find out what art work they created: **Georges Seurat / Vincent Van Gogh / Paul Signac** **Task 2 – Pointillism** To recreate a famous piece of pointillism art. **Challenge** – To paint your own picture using pointillism. You could create as many pieces as you like. **Task 3 – Drawing an animal** To follow the 6 steps to draw a penguin. Draw a Penguin

PSHE	
	Task 1 – Responsibilities Can you make a list of all the jobs and activities that you do at home to help? I want you to list down everything that you are responsible for. You could list these, take a picture doing each responsibility or you could draw pictures. Here are a couple of examples of showing your responsibilities… **I am responsible for tidying my bedroom.** **I am responsible for cleaning my teeth.** **I am responsible for making my breakfast.** Challenge – To create a list of new responsibilities to help around out around your home.

5x tables

Help Newton to find his way out of the maze by shading the path counting in 5s up to 50.

IN	5	8	19	29	38
	10	14	31	43	47
	15	20	24	39	53
	18	25	29	45	50	OUT
	22	30	35	40	44

Count by 5s up to 50

5 → ___ → ___ → ___ → ___ → ___ → ___ → ___ → ___ → ___

Match the multiplication fact to the correct repeated addition facts.

5 x 5   5 + 5 + 5 + 5 + 5 + 5 + 5

5 x 2   5 + 5

5 x 7   5 + 5 + 5 + 5 + 5

5 x 4   5 + 5 + 5 + 5 + 5 + 5

5 x 3   5 + 5 + 5 + 5

5 x 6   5 + 5 + 5