

Castle Douglas Primary School – Primary 2/3 Home Learning – Week Beginning 27.4.20

<u>Weekly reminders</u>	<u>Our Town</u>	<u>Spelling</u>	<u>Scavenger Hunt</u>	<u>STEM</u>
<p>Practice key words in your zip case and on the word sheet.</p> <p>Tell a family member what the day, date and weather are in French. Can you Count to 30 in French? Teach your family the game where we count to 13 in French and the person who says 13 is out. Try counting to and from different numbers. Bonne chance!</p>	<p>Use this page to look at some of the buildings around Castle Douglas. Choose one to draw in your jotter and then write 3 or more sentences to describe it. What is it made of? Where about in the town is it? What is it used for?</p>	<p>Badgers - week 26 Use this website to practice your spelling words and this to practice your spelling pattern Year 2, patterns and select 'wr'.</p> <p>Squirrels - week 29 Use this website to practice your spelling words.</p> <p>Hedgehogs - week 13 Use the 'ee' game here to practice your spelling pattern.</p> <p>Rabbits - week 4 Use the phase 2 games here to practice your words.</p> <p>All use year 1, tricky words tab and tricky1 on this game to practice some tricky words You can use Geraldine the giraffe clips on youtube to help you learn the new sound pattern.</p> <p>Please complete spelling homework and workbook for that spelling pattern..</p> <p>Try some active spelling ideas (see separate sheet) to help learn your words</p>	<p>Use the alphabet sheet to try a scavenger hunt around the house and garden. You can do it on your own or in teams. Can you find something for every letter and either write it down or show it to one and other? You might want to agree that some letters are too tricky to find.</p>	<p>Try the Stem challenge to do with animals and minibests you might find in your garden or when out for a walk. The link to the STEM challenge and fact file sheet are under the grid on the school site.</p>
<p><u>CDPS Life skills</u></p> <p>Choose another 2 of the activities on the list to try this week. Try to complete them more than once so that you feel confident about them. Please send some photos to me if you can.</p>	<p>Try this Cosmic kids toys yoga.</p> <p>It's quite long but you could do a bit each day. Relax and enjoy.</p> <p>Also you can join in with the Joe Wicks kids workout at every day by clicking on this link.</p>	<p><u>Art</u></p> <p>Can you make a junk model of the building you chose for your writing? Can you do a line drawing of it looking closely and including lots of detail? I know a lot of you have drawn a rainbow but can you make one from things found around your house? Have a look at the picture on my rainbow sheet to give you some inspiration.</p>	<p><u>Storytime</u></p> <p>Here is a link to The Smartest Giant in Town. You could try to turn the sound off and read the story with a family member. Julia Donaldson's stories are full of lots of rhymes which make them fun to read. Can you think up some funny rhymes of your own?</p>	<p>Robins and Parrots Reading comprehension 'Birthdays' Hummingbirds, Skylarks and Doves Reading comprehension 'Planet Facts' Puffins Next page of Read, write and Find. Writing Sentences booklet complete the 'What are they playing?' page</p>

Maths

Do you remember the work we did on collecting and displaying information?

We made a graph of our favourite toys for the wall.

Do you remember we used tally marks to collect our information?

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Triangles

1. Try Information Handling [activity 1](#)
2. Try Information Handling [activity 2](#)
3. Try this [game](#). Catch the falling fruit.
4. Number - count forwards within the range 1-30 stopping and starting at different numbers.

Rectangles

1. Try Information Handling [activity 2](#)
2. Try Information Handling [activity 4](#)
3. Try this [activity](#) on level 1. Make some graphs with [this](#) one.
4. Write down 4 numbers in the range of 1-100 Put the numbers in order from smallest to largest. Choose another 4. Now put them in order from largest to smallest. Try other examples

Circles

1. Try Information Handling [activity 3](#)
2. Try Information Handling [activity 5](#)
3. Try this [activity](#) on level 2; pictograph [game](#); tally chart [game](#).
4. Counting in twos. Practise counting forwards and backwards in 2s. Write some of the patterns in your jotter. How high can you go? Can you go above 100?