

Castle Douglas Primary School – Primary 2/3 Home Learning – Week Beginning 18.5.20

<p><u>Weekly reminders</u></p> <p>1.Practice key words in your zip case and on the word sheet.</p> <p>2.Tell a family member what the day, date and weather are in French.</p> <p>3.Mrs Teale's grid for this week can be found here.</p> <p>4.CDPS life skills – choose another 2 activities this week. Or go back to some you have done before. Are you better at them now? Do you find them easier this time? Good luck.</p>	<p style="text-align: center;"><u>STEM</u></p> <p>Try this week's Stem challenge for science - Rocket mouse.</p> <p>Instructions and demonstration.</p> <p>How high do you think it will go?</p> <p>Take pictures of your creations if you can and send them to me.</p> <p>After you have finished can you tell a family member how you made the rocket? Or you could write a set of instructions in your green jotter. Remember to number each instruction and take a new line for each one.</p>	<p style="text-align: center;"><u>Spelling</u></p> <p>This week I would like all groups to try Doorway online. I will put a link and directions to your word lists.</p> <p>Badgers - week 29 'wh'. On Doorway select enter, next, words with 4 or more sounds, initial consonant blends, 09 wh-</p> <p>Squirrels - week 32 'ew'. On Doorway select enter, next, vowel sounds, U-sound,01 -ew</p> <p>Hedgehogs - week 16 'ss'. On Doorway select enter, next, consonant sounds, double consonants, 05 -ss- these are tricky but you can do it!</p> <p>Rabbits - word list 1. On Doorway select early phonics, first words, next, then choose any 5 or 10 words to practice.</p> <p>All please complete page 2 in your tricky words booklet. You can use Geraldine the giraffe clips on youtube to help you learn the new sound pattern. Please complete spelling homework and workbook for that spelling pattern.</p> <p>Try some active spelling ideas from the sheet.</p>	<p style="text-align: center;"><u>Purple Mash</u></p> <p>This week I would like you to try to do a picture and a piece of writing on using 2publish.</p> <ol style="list-style-type: none"> 1. Click on tools 2. Select 2publish 3. Choose picture and text. <p>I have made up a help sheet which I've put under this week's grid</p> <p>There is a lot to explore on this site so please keep trying different activities.</p>	<p style="text-align: center;"><u>Art</u></p> <p>Watch and this short film about a girl called Sasha.</p> <p>I want to live in the zoo. Sasha uses different costumes to try and fit in with the different animals. Can you create your own animal masks.</p> <p>You can use anything you want to make them</p> <p>Can you include different colours, pattern lines to decorate them. I have put a template on the page to use if you want.</p>
<p style="text-align: center;"><u>Grammar</u></p> <p>Do you remember the work we did on adjectives? Adjectives can describe the size, shape, colour, texture or feelings. Have a look at these clips to remind you about them. Try the activities suggested on the page, click on the hand symbol to do the activity. The worksheet to go with it is this week's resources.</p>	<p style="text-align: center;"><u>PE</u></p> <p>Use the CDPS Lockdown games sheet to inspire some different activities this week. If you want to send in any videos of your activities we can share them on the school site for everyone to see.</p> <p>I hope you enjoyed the massage last week. Here is a link to another story massage called A Safe Place. Enjoy!</p>	<p style="text-align: center;"><u>Our Town</u></p> <p>This week we are going to think about Local Landmarks using the STEM challenge in this week's resources.</p> <p>Watch the BBC clip here?</p> <p>What local landmarks can you think of?</p> <p>Do you have a favourite?</p> <p>Can you walk to any of them this week?</p> <p>Which one can you draw or build from junk modelling.</p>	<p style="text-align: center;"><u>Oxford Owl</u></p> <p>Click here for a link to 'Oxford Owl'. You can try some of the books reading together, taking turns or on your own.</p> <p>Some of these books will be on Accelerated reader and have quizzes for P3 to do.</p>	<p style="text-align: center;"><u>Reading Skills</u></p> <p>Robins and Parrots Reading comprehension 'Having a Party'.</p> <p>Hummingbirds, Skylarks and Doves Reading comprehension 'Food Faces'.</p> <p>Puffins Writing Sentences booklet complete the 'Is it open or closed?'</p>

Maths

This week we are going to continue to work on counting and number order in our maths work. I have set work for you on Education City in your groups. Your username and password are on the email I sent out last week. If you can't find it please contact me on the class email as I can tell you what it is. Please get in touch if you have any problems. You can still use all the other games on Education City but I am looking at these ones this week.

Triangles

1. Log-in to Education City and go on to Classwork. I have put new activities in a Numbers folder for your group. If you go on at anytime you can Play Live against children all over the country.
2. Helicopter Rescue [game](#), use the 1 to 20 game.
3. Count forwards within the range 1-30 stopping and starting at different numbers. If you want to extend this try counting backwards too.

Rectangles

1. Log-in to Education City and go on to Classwork. I have put new activities in a Counting 2 folder for your group. If you go on at anytime you can Play Live against children all over the country.
2. Number knowledge [activity 9](#) - Digit Shuffle use numbers up to 100.
3. Robot addition [game](#)
4. Dice roll up!
Roll 2 dice and write down a number using those 2 digits. Do the same to create 4 x 2 digit numbers. Now put them in order starting with the smallest or largest number. If you don't have dice at home try this [link](#).

Circles

1. Log-in to Education City and go on to Classwork. I have put new activities in a Counting 2 folder for your group. If you go on at anytime you can Play Live against children all over the country.
 2. Number knowledge [activity 16](#) - Mass Matters
 3. Place value [basketball](#), select numbers up to 999
 4. Roll a hundred.
Roll a dice to create a hundred number, e.g. if you roll a 6 that's 600. Count on or back in tens from that number and write down the pattern.
e.g. 610, 620, 630, 640...
- If you don't have dice at home try this [link](#).