

Castle Douglas Primary School – Primary 2/3 Home Learning – Week Beginning 25.5.20

| <u>Weekly reminders</u> | <u>STEM</u> | <u>Spelling</u> | <u>Purple Mash</u> | <u>Art</u> |
|---|---|---|--|--|
| <p>1.Practice key words in your zip case and on the word sheet.</p> <p>2. Use the CDPS Lockdown games sheet to inspire some different activities this week.</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>Do you remember the shadow pictures and model people we made in class?</p> <p>This week's STEM challenge in science is to do with Shadows.</p> <p>bbc bitesize</p> <p>Let's go Live show</p> <p>You could show your family how to make a model and shadow picture at home.</p> <p>There is also an activity to do with clouds but it's just for fun. All you have to do is lie on your back and look at the sky!</p> | <p>Badgers - week 30 'ph'. On Doorway select enter, next, consonant sounds, change of sounds, 08 wh-</p> <p>Squirrels - week 33 'aw'. On Doorway select enter, next, vowel sounds, aw, 01 and this game choose 'aw'</p> <p>Hedgehogs - week 17 'ck'. On Doorway select enter, next, words with 4 or more sounds, consonant diagraphs, 01 - ck</p> <p>Rabbits - word list 2. On Doorway select early phonics, first words, next, then choose any 5 or 10 words to practice and this game.</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>This week I would like you to try to use 2create a story and I will save it to a class display board so we can all see each other's stories.</p> <p>I have made up a help sheet which I've put under this week's grid I hope it takes you through all the steps you need.</p> | <p>Do you remember the hanging circles we made in class?</p> <p>Watch this short clip for some inspiration for a mobile or kinetic art. It is a about a kinetic (moving) sculptor called Alexander Calder.</p> <p>You can use the shape template on the P2/3 page or make your own.</p> |
| <p style="text-align: center;"><u>Grammar</u></p> <p>Do you remember the work we did on verbs? Verbs are action words, they describe what someone is doing but they do not have to describe a movement e.g. thinking, sitting, dreaming. 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. There is a worksheet to go with it is this week's resources for your groups.</p> | <p style="text-align: center;"><u>French</u></p> <p>This week I thought we could add to our French words. I've put some links to songs on youtube.</p> <p>There is also a worksheet to help you learn the colours of the rainbow.</p> <p>Greetings and numbers song</p> <p>Colours song</p> | <p style="text-align: center;"><u>Our Town</u></p> <p>This week we are going to think about Local Shops and Services.</p> <p>Which shops are on King Street in Castle Douglas? What about on the other streets? Which shop is your favourite and why do you like it?</p> <p>Services are the things that help our community work e.g. fire service, police, bin men, library, lollipop people. I expect you can think of many more. Discuss them with a family member.</p> <p>Use the worksheet as a guide to making your own Local area grid about our shops and services.</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 'Bicycles'</p> <p>Hummingbirds Baby Talk sheet on our page</p> <p>Skylarks and Doves Tidy Up sheet on our page</p> <p>Puffins 'Read and draw' worksheet on our page to read and discuss.</p> |

Maths

This week we are going to revisit our learning about money in our maths work. I have set work for you on Education City in your groups. Your username and password on the information sheet inside the front of your green jotter was incorrect and you were sent a new one. 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 Counting folder for your group. If you go on at any time you can Play Live against children all over the country. **There are also money worksheets on the P2/3 page under you group name.**
2. Money [activities](#) 1 and 2.
3. Toy Shop Money [game](#) - use the 'one coin' and 'up to 10p game'
3. Number hunt. Find examples of numbers in newspapers, magazines, junk mail etc. Cut them out and make a poster.

Rectangles

1. Log-in to Education City and go on to Classwork. I have put new activities in a Counting folder for your group. If you go on at any time you can Play Live against children all over the country. **There are also money worksheets on the P2/3 page under you group name.**
2. Money [activities](#) 1 and 3
3. Try [this](#) game remember to put in the 'p' or it's wrong!
4. Toy Shop Money [game](#) - use 'one coin' and 'mixed coins' options.
5. Take Away 5. Roll 2 dice. What's your number? Take away 5 from the number and write the sums. 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 folder for your group. If you go on at any time you can Play Live against children all over the country. **There are also money worksheets on the P2/3 page under you group name.**
2. Money [activities](#) 4 and 6
3. Toy Shop Money [game](#) - use 'one coin' and 'mixed coins' options.
4. Roll to win! Player 1 rolls 3 dice (or one dice 3 times). Make the biggest number you can using these 3 digits. Player 2 rolls 3 dice - the player with the highest number wins the round. Play for 5 rounds and keep score using tally marks. If you don't have dice at home try this [link](#).