



Castle Douglas Primary School – Primary 2/3 Home Learning – Week Beginning 8.2.21



This week's grid is laid out over 3 pages so just scroll down to see all the activities.

Weekly reminders

1. [Teams meet](#) on Thursday 11th of February at 10 am.
2. French - remember to tell a family member the day, date and weather in French every day. You could try this [link](#) to help you learn the colours in french
3. Mrs Teale has a page with music activities for each class to try. Click [here](#) to link to it.
4. This is just for fun. The National Marine Aquarium have weekly live sessions. They are live on Fridays at 1.30 or on catch-up on youtube watch via this [link](#).
5. PE -Try this [Cosmic kids](#) Tiny T-rex yoga adventure. Also, you can join in with the Joe Wicks kids' workout on Mondays, Wednesdays and Fridays by clicking on this [link](#).

Spelling

The spelling lists for your groups list the words for the next 5 weeks. We are using the list for 1/2/21 this week.

Badgers - [spelling list](#). Your spelling pattern is u-e as in cube. Here is [link](#) to Geraldine the Giraffe finding u-e words. Here is a [worksheet](#) where you have to decide if the words are real or not and a [game](#) to play.

Hedgehogs - [spelling list](#). Your spelling pattern is 'oo'. Here is a [link](#) showing you how to use it. Here is a [wordsearch](#) to try and a roll and read [game](#). This [link](#) explains how to play the game.

Rabbits - [spelling list](#). Here is a [link](#) to some to try online. Here is a [link](#) to game to help you practice the words - choose Phase 2. Here is a [game](#) to play.

Education City - go to classwork to find spelling activities for this week.

Now you could try some of these [Active Spelling ideas](#). Maybe try one each day if you can and then ask someone to quiz you on them on Friday.

Reading

Please click in your group to find out your book and reading activities for this week.

[Robins](#)

[Parrots](#)

[Hummingbirds](#)

[Skylarks](#)

[Puffins](#)

[Doves](#)

Storytime - the next two installments of the story. [Part 3](#) and [Part 4](#) - remember you will need your glow login to see the videos.

Literacy

This week you are going to create a fact file using the information you collected on your research map. A fact file is a collection of facts about a something not our opinion of it. Here are links to 2 templates:

1 [with headings](#)

2 [blank](#)

or you can make your own. You can choose which one to use. There was lots of interesting information on the films and websites so you will have to think carefully about what to use. Remember to add a picture too.

It would be lovely to see your finished work.

Stem

This week I have 2 science challenges for you.

1. Your first challenge is called [Fishy Business](#) and it is a super but easy science experiment about how what we see changes in water.

2. Your second challenge is a fun [Parachute challenge](#) where you investigate how things move through the air. You will need to use 2 small toys like Lego figures.

<u>Topic</u>	<u>Topic</u>	<u>Art</u>	<u>Miss Gainford</u>
<p>Last week we learned how Abbie and yen celebrate New Year with their family. One of important things they do is have a special meal with 8 or 9 types of food because 8 and 9 are lucky numbers. Also, some of the food had special meaning - there were round shapes in the soup 'to remind them to be altogether' at this time. This week I would like you to create your meal plan for a special meal.</p> <p>Can you include:</p> <ol style="list-style-type: none"> 1. 8 or 9 of your favourite things to eat? 2. Some round shaped food? <p>Here is a sheet for you to draw your meal plan on or you can make up your own at home.</p> <p>It would be great to see the ideas you come up with.</p>	<p>Last week you learned about the Chinese Zodiac and how it is made up from 12 animal characters. This week I would like you to create a new animal for the calendar. You can choose one that exists already or create an entirely new creature. In the traditional calendar the animals all have special features which means that people born in that year are like that.</p> <p>Rat - smart and charming Ox - patient and kind Snake - generous and smart Rooster - hard-working and practical Monkey - fun and energetic</p> <p>What special features would your creature have? Can you draw it and write 1 or 2 sentences to tell me about what it is like?</p>	<p>This year is the Year of the Ox in the Chinese Zodiac. Here are some ideas to inspire you to make your own Ox.</p> <p>As part of the Chinese New Year celebrations there is a Street Parade with lots of giant puppets. So, you are going to make your own dragon puppet.</p> <p>Here is a link to a template for the head and tail (or you can draw your own) and this link will take you to a video step by step guide. It would be lovely to see these on our Teams meet this week. Here are some other dragon ideas you could try as well - have fun!</p> <p>As part of the celebrations and parade there is music and drumming so I thought you could make your own paper plate drum. Here is a link to a step by step guide on how to it.</p>	<p>Here is a link to Miss Gainford's lesson notes.</p> <p>RE</p> <p>Lent video clip how to make pancakes clip Shrove Tuesday worksheet</p> <p>Health</p> <p>Feelings video clip Feelings worksheet</p>

Maths

This week we are going to continue learning about coins and money. I would like us to do some more counting coins of different values. Remember: 2p you have to add 2 and 5p you have to add 5 and 10p you have to add 10.

The work I have set on Education City this week is to do with addition but you can still go on any other games or activities on there. You can also play [Hit the Button](#) or [Robot Addition](#) as they help to keep your learning fresh.

Squares

1. Education City class work has been set.
2. Watch this [powerpoint](#) and count the coins carefully. Now try this [activity](#) (select any of the amounts) and these [worksheet 1](#) and [worksheet 2](#).
3. Try this [Chinese Dragon game](#) - choose the Ordering or Sequencing game up to 100.
4. Play a dice game like Snakes and Ladders. Try and work out what square you will land on before you move. Here is a [game](#) to print if you don't have one at home. This a [link](#) to an online dice if you don't have one. Now try this counting [activity](#).

Triangles

1. Education City class work has been set.
2. Watch this [powerpoint](#) and count the coins carefully, remember $2p = 1p + 1p$. Now try [this game](#) (select 'just 1ps' and 'just 2ps') and these [worksheet1](#) and [worksheet 2](#).
3. Try this [Chinese Dragon game](#) - choose the Ordering game '1 to 20' or Sequencing game up to 10, for an extra challenge try '0 to 20' counting in 2s.
4. Play a dice game like Snakes and Ladders. Try and work out what square you will land on before you move. Here is a [game](#) to print if you don't have one at home. This a [link](#) to an online dice if you don't have one. Now try this counting [activity](#).

Rectangles

1. Education City class work has been set
2. Watch this [powerpoint](#) and count the coins carefully, remember $2p = 1p + 1p$. Now try [this game](#) (select 'just 1ps' and 'just 2ps') and these [worksheet1](#) and [worksheet 2](#).
3. Try this [Chinese Dragon game](#) - choose the Ordering game '1 to 20' or Sequencing game up to 10, for an extra challenge try '0 to 20' counting in 2s.
4. Play a dice game like Snakes and Ladders. Try and work out what square you will land on before you move. Here is a [game](#) to print if you don't have one at home. This a [link](#) to an online dice if you don't have one. Now try this counting [activity](#).

Circles

1. Education City class work has been set.
2. Watch this [powerpoint](#) and count the coins carefully. Now try this [activity](#) (select 'Make the total') and [worksheet 1](#) and [worksheet 2](#).
3. Try this [Chinese Dragon game](#) - choose the Ordering game '0 to 999' or '999 to 0' and Sequencing game select 'Counting in multiples' or 'Counting in Steps'.
4. Play a dice game like Snakes and Ladders. You could try playing with 2 dice and add them together. Try and work out what square you will land on before you move. Here is a [game](#) to print if you don't have one at home. This a [link](#) to an online dice if you don't have one. Now try this counting [activity](#).