

Woodhead Primary School

Home Learning Pack

Primary 2

Website: www.woodheadprimary.co.uk

Twitter: www.twitter.com/woodheadprimary

Twitter: @woodheadprimary

<u>Suggested Home Learning Timetable</u>



Time	Curricular Area	Suggested Examples
9.00-10.00am	Literacy	 Spelling (See Home Learning Pack) Reading and Q&A (Use books, audiobooks, short film clips) Writing Activity eg letter, story, newspaper report, diary entry
10.00-10.30am	Science	Go to Science Centre website for daily short lessons https://www.glasgowsciencecentre.org/
10.30-11.00am		BREAK
11.00am-12.30pm	Numeracy	 Mental Maths activities/ games Number, money, measure, problem solving task (See Home Learning Pack)
12.30pm-1.30pm		LUNCH
1.30pm-2.30pm	Expressive Arts/ Social Subjects/ Digital Technology/ Outdoor Learning	 Art Activity (See Pinterest for ideas) Learning about History/ Geography/ Current Affairs (Information on Class topics in Home Learning Pack) Research, Create PowerPoint presentation, access coding websites, online games, send an email with attachments Make a den, plant some seeds, create a 'picture; using natural materials like sticks, leaves, stones etc
2.30pm-3.00pm	Health and Wellbeing	 Body Coach workout, Cosmic Yoga, Online Workout Go for a walk (in line with current government guidelines), cycle, play a physical game, learn a new sport Talk about emotions, friendships, helping others, school values, UNCRC Rights of the Child

This is intended as a suggestion however we recommend that maintaining a routine from Monday to Friday will be beneficial to children and families.

Home Learning - Education Systems Comparisons

• There are lots of resources available online that we will share via the school website and Twitter.

• These may be organised in different ways based on the education systems in different countries.

• This table will help you decide which resources would be appropriate for your child's age and stage of development. Remember that some children may work at a higher or lower level based on their individual progress and development.

USA School Grades	Pre School	Kindergarten 1	Kindergarten 2	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
English National Curriculum Key Stages	Early Years	Foundation Stage	Key Stage 1		Key Stage 2			
English School Year Groups	Pre School	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Scottish Curriculum for Excellence Levels		Early Level		First Level		Second Level		
School Year Groups	Nursery	Primary 1	Primary 2	Primary 3	Primary 4	Primary 5	Primary 6	Primary 7







Education Resources Executive Director Tony McDaid Woodhead Primary School and Nursery Class Headteacher - Mr. Scott Jasnosz-Clark

Our ref:

SJC

Your ref:

If calling ask for:

Mr. Jasnosz-Clark

Phone:

01698 457669

Date:

19th March 2020

Dear Parent/Carer,

All children have access to two online sources for Home Learning provided by the school: Education City and Glow.

Education City is an online source of educational games and activities.

We primarily use Glow to access RM EasiMaths in school for P2-7. Most children will know their log in, but during school closure we are provided an email address if you need a Glow password reset.

Please email gw07asmwoodheadps@glow.sch.uk if you need assistance with a Glow or Education city password, stating the name and class of the pupil.

Please note that we may not be able to action this immediately but will aim to do it within 24 hours.

Yours faithfully,

Mr. Scott Jasnosz-Clark

1. Jamosz-Clark.

Head Teacher





Topic Home Learning

This is a list of the topics each class were working on this term and the planned topic for next term. This will help to guide you when using some of the online learning available on websites such as twinkl.co.uk and primaryresources.co.uk.

Pupils could do some revision or further research of the topic they have been working on this term.

Pupils could begin a personal project on the topic planned for next term.

This could include:

- Drawing pictures or diagrams and writing about them.
- Finding facts and writing sentences/paragraphs of information.
- Looking at notable features/places/people/events linked to the topic.
- Making a model or game linked to the topic.
- Making a fact file, puzzle or word search etc. linked to the topic.

There will be lots more ideas on commercially available educational websites.

Class Current Term		Next Term	
Primary 1a and 1b	People Who Help Us	Woodland Animals	
Primary 2a and 2b	Native Americans	Weather	
Primary 3 and 3/4	Egyptians	Farm to Fork	
Primary 4a and 4b	Romans	The Earth in Space	
Primary 5	Ancient Greeks	Olympics	
Primary 5/6 and 6	Japan	Scottish Parliament	
Primary 7	Primary 7 World War II Climate C		

Non-screen activities you can do at home

Pobble

25 ideas!

What can you do when there's no school and you're stuck at home? Here are 25 fun ideas to choose from.

How many different words can you make from the letters in this sentence, below? Grab a pencil and paper and write a list!

2 Thank a community hero. Think of someone that helps you in some way and write a short letter to thank them.

Get building!
You could build a
Lego model, a tower
of playing cards or
something
else!

4 Can you create your own secret code? You could use letters, numbers, pictures or something else! Can you get someone else to try and crack it?

5 Start a nature diary. Look out of the window each day and keep note of what you see. Birds, flowers, changes in the weather, what else?

'Learning from home is fun'

6 Hold a photo session. Use a camera or a mobile phone to take some snaps. What will you

photograph? Your

pets or toys perhaps?

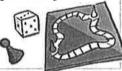
Build a reading den. Find somewhere cosy, snuggle up and read your favourite book!



8 Use an old sock to create a puppet. Can you put on a puppet show for someone?



Make a list of all the electrical items in each room of your home. Can you come up with any ideas to use less electricity? 10 Design and make a homemade board game and play it with your family.



Do something kind for someone. Can you pay them a compliment, make them something or help them with a task?

12 Can you create a story bag?
Find a bag and collect Items to go in it that relate to a well known story. If you can't find an Item, you could draw a picture to include.

13 List making!
Write a list of
things that make you
happy, things you're
grateful for or things
you are good at.



Design and make an obstacle course at home or in the garden. How fast can you complete it?

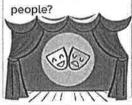


Can you invent something new? Perhaps a gadget or something to help people? Draw a picture or write a description.

16 Keep moving!
Make up a
dance routine to your
favourite song.



Write a play script. Can you act it out to other people?



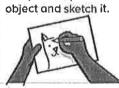
18 Read out loud to someone.
Remember to read with expression.



19 Write a song or rap about your favourite subject.



20 Get sketching! Find a photograph or picture of a person, place or

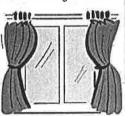


21 Junk modelling! Collect and recycle materials such as yoghurt pots, toilet rolls and boxes and see what you can create with them. 22 Draw a map of your local area and highlight interesting landmarks.



23 Write a postcard to your feacher.
Can you tell them what you like most about their class?

24 Draw a view. Look out of your window and draw what you see.



25 Get reading! What would you most like to learn about? Can you find out more about it in books? Can you find a new hobby?

Pobble.com – More writing. More progress.





Home Learning

First Level

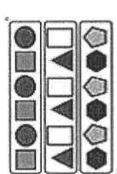
Six fines table chain game Draw, a long rectangle with 10 boxes. Plot a number card (between 1-10), e.g. 3, and write me third multiple of 8 in the third box. Keep going until you have at the multiples of 8.	duell a 2 digit number. reate another. n.ENI to record ainst a friend or want to duel!	Decade dazder! Pick 2 (0-9) tens frames and add them tagether, e.g. 3+4 = 7. Add a full 10 frame to the first number to create a new sum. e.g. 13+4 = 17. Keep adding 10 to the first number until you have used 9 x full ten frames. What do you notice?	titt e or wrife a ow that you and i numbers!	Division Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a division sum	
Dice gone dotty! Roll a dice and put out that many 100 dot squares. Roll again and put out that many 100 dot strips. What is your number? Roll and take away 10 times that number; e.g. if you roll a 3 take away 30 from your number. Write the sum. Do 10.	2 dice due!! Roll 2 dice to create a 2 digit number. Roll 2 dice again to create another. Add together using an ENI to record your thinking. Play against a friend or	g! digit number. ther 2 digit ther. How did stron buds or	Prove #!* Draw a picture or wrife a description to show that you understand non-canonical numbers!	Multiplication Sum stories! Wark out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a multiplication sum.	
Dice go Roll a dice and pu dot squares. Roll og many 10 dot strips. Roll and take a number, e.g. if you from your number.	er Line Duel! number between 1- ifmes that number by n your number's 50.3. aw an empty number worked it out, both ber at the same time ound. Pay 5 rounds!	BIG Addin Roll 2 dice to create a 2 Roll again to create and number. Add finem tage you work if out? Use co an ENL to help if you fixe.	Draw it! Draw how you would work out $28 \pm 24 = 59 + 26 = 59 + 26 = 1$ Try your own examples		
Hidden hundreds! Say. "I've got 8 hundred dot squares in this box (or covered up). How many dots are there?" Take 2 squares away. "How many dots are there now?" Try other examples and write the sums.	Empty Number Line Duel! [2 player] 1. Think of a number between 1- 100. 2. Roll a dice and firms that number by 10. e.g. if you rid a 5 fh-on your number's 50. 3. Add your 2 number. Draw on empty number for the ps show how you worked a our. Both payers show hid number of the same fine and nighest wins the round. Pay 5 rounds!	BIG Subtracting! Rol 2 dice to create a 2 degit number. Rol 1 dice to create a 1 degit number. Take away the small number from the big number. How did you work if out? Use cotton buds or an ENL to help if you like.	Draw how you 28 59 Try your ow	Non-Canonical Braintedser* Rol 2 dice to create a 2 digit number. Put out that many 10 strips. Rol 2 dice to create a 2 digit number. Add on that number to the number you have created with tens strips. Write it down. Eg. 16 fens + 24 ones is 184	
Hidden hundreds! Say, "I've got 8 hundred do! square this box (or covered up). How man dots are there?" Take 2 squares aw "How many dots are there now? Try other examples and write the su	ole chain game ss Six Imes Toble Chain ame: for 9 times table		game! Jaing an Emphy g. card game, k.game		
Count of square, Count of square, Count of add 1 more 100 le.	Times Table chain game Do the some as 'Six Innes Table Chain Game' for 1 Pimes table	Addend Friends! Rol 2 dice to create a 2 digit number. Rol 2 dice again to create another number. Create a Missing Addend sum using those numbersRemember to put the highest number after the = sign. E.g. 34 + = 57	Make a game! Make a game using an Empty Number Line, e.g. card game, pain, track game	Decade dazzler 2! Roll 2 dice to make a take away sum, e.g. 8.4 = 4. Add 10 to the first number to create a new sum, e.g. 18.4 = 14. Keep adding 10 to the first number unit you get to a 90 number. What do you notice?	
100 dot. count Place out 1 x 100 dot square. Count forward in 100s as you add 1 more 11 dot square to the pile. Take away one at a time to count backwards in 100s:	forward in 100s as you add 1 more 100 forward in 100s as you add 1 more 100 forward in 100s as you add 1 more 100 for a do square to the packwords in 100s. Times Table Do the same as 3 game as 3 game as 4 game as 5 game as 5 game as 5 game as 6			Decade dazzler 2! Roll 2 dice to make a take away sum, e.g. 8-4 = 4. Add 10 to the first numbe to credie a riew sum, e.g. 18-4 = 14. Keep adding 10 to the first number un you get to a 90 number. What do you notice?	

child and colour and date the brick when covered. You can use your jotter to write down any work or descriptions These activities will reinforce practical tasks being taught and covered in class. Choose an activity to do with your of what you've done. Remember to put the date and title at the top of the page. Good Luckl



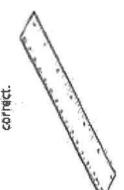
First Level Maths & Numeracy Home Activities

Create a repeating pattern using a variety of 2D shapes or 5D objects.



questions can you answer correctly? create an addition/subtraction board game, Play It with your Log on to Symdog. How many

tems in your bouse. Measure them with a ruler and check if you were Estimate the length of different



magine you have £10, Choose three tweets to buy. Work out the total cost and how much change you would have.



numbers within the environment as Find as many different examples of You can.



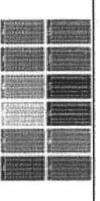
eye colour. Display the information Carry out a survey on a subject of programme, favourite chocolate, your choice. E.g. favourite TV using a graph.



the times tables that you find most Procuse time tobles facts. Focus on challenging

Draw/paint a picture which has at

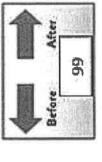
least one line of symmetry.



the year, How many days or weeks events for your family throughout Use a calendar to plan out some are between events?



Get someone to give you random number before and the number numbers. Practise saying the after



house, Sore them from lightest to Gather some items from your heaviest



SPELLING MENU

1. ABC Order	2. Word Parts	3. Other Handed	4. Vowel Spotlight
Write all of your spelling words in alphabetical (ABC) order.	Write your words. Then use a coloured pencil to divide the words into syllables. e.g. jumping caterpillar	Write each word 5 times, switching the hand you write it with each time. Say the word as you spell it.	Write your words using one colour for the vowel and another colour for the consonants. (vowels: a, e, i, o, u)
5. Use Technology	6. Pyramid Words	7.*Ransom* Words	8 Rainbow Words
Type out your spelling words on the computer. Try to use at least 4 different fonts.	sp spel spell spelli spellin spelling (or make them boat shaped, star, smiley face, etc.)	"Write" your words by cutting letters out of a newspaper or magazine and gluing the letters on a piece of paper to spell your words.	Write your spelling word with coloured pencils. Make each letter a different colour.
9. Scrambled Words	10. Silly Sentences	11. Prefixes and Suffixes	12. Word Search
Write your words. Then write them again with the etters mixed up. Can you unscramble them again the next day? e.g. watch - cwhta	Write 3 or more sentences that use all your spelling words.	Underline the prefixes and suffixes in the words you are learning. Make sure you know what they mean. e.g. <u>important</u> happi <u>ness</u>	Create your own word search with your spellings. Show the answers to your puzzle is a different colour.
13. Flashcards	14. Picture & a Story	15. Words without Vowels	16. Train Words
viake and practice with lashcards. Put the word on one side and definition (meaning) on the other.	Draw a picture defining each word. Write a sentence about your picture using the word.	Write all of your words replacing vowels with a line. Go back and see if you can fill in the vowels. e.g. qstn = question	Write the entire list end-to-end as one long word. Write each new word in a different colou e.g. trainbackstop
'. Write a Story, Poem or Song with Words Irite a story using all your	18. Bubble Letters Write your @@@@@ spelling @@\$@@&	19. Words Within Words Write each spelling word and then write at least 2	20. Picture words Draw a picture and hide your spelling words in th

pelling words. Underline

the words you used.

words out

in bubble

writing.

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WI VE

picture.

words made from that word.

e.g. catch · cat, hat