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| **Literacy** | **Numeracy** | **Extra** |
| Design yourself as a wizard/witch/spellcaster by drawing a sketch of yourself with a cool wand or staff. Describe your character’s personality, appearance, and powers! | Pick 3 activities through the week and record when you start and finish them. Try starting at o’clock times to make this easier. | Use the Scottish Wildlife Trust’s online ‘Which Scottish species are you?’ quiz to find out about a Scottish animal! |
| Think of ingredients you could use to make a magical creature friend. They could be parts for your creature, like ears of a rabbit, or be personality traits, like a sprinkle of kindness. Draw/colour your potion and ingredients fancy bottle! | Practice taking pictures of a clock at home during o’clock and half past times if you can. What makes them o’clock and half past? | Think of 4 animals that would live in the ocean, 4 that would live in the desert, 4 for a forest, and 4 for the arctic. Note them down and think about what helps that animal live there. |
| Think of a location your characters will be practicing spells in. Would it be a school like Hogwarts? What would the rooms be like? Maybe an enchanted forest? Try drawing and describing them to someone. | Choose the 2 or 3 times table to practice writing down using a 100 square. You can sort groups of objects (e.g. for 3 times tables, make groups of 3 lego blocks) to help. | Design your own animal that would live in a habitat. Try to make it’s features help it survive where you have chosen, and label them. |
| Think of some spells that might go wrong that could cause a problem – creating a powerful monster, accidentally turning a friend into a frog, or zapping in a pro sports player who challenges you to a magical match. | Choose 5 games on either the mathsframe, coolmathsgames, or arcademics websites. Record your best scores and see if you can beat them! | Try to build an animal (real or imaginary) from household items, lego, or anything else you can use! Where would it live? You could even draw/make a home for it. |
| Put all your work from the above activities together to write a magical story. Describe your characters, and think about how the problem is solved by you and your magical creature friend. You can draw the story out in parts. | Choose a book to read and write down the time you start reading it.  Record when you finish (this could be one chapter, 3 chapters, the whole book, whatever you feel like!) and see how long you read for. | Find out about 3 different Scottish animals – where they live, what they eat, and how they survive there. Make a labelled sketch of them. You can use the Scottish Wildlife Trust website to help. |

P1-2 Activity Grid 15th June