Wednesday 17th June – Miss Clark P2/3

Story Time

Watch this short animation called 'Hair Love'.



https://www.youtube.com/watch?v=kNw8V_Fkw28

After watching, discuss:

How do you know this is a special day for Zuri?

- 2. What initial idea does Zuri's father, Stephen, have for her hair?
- 3. Why are the hair tutorial videos important to Zuri?
- 4. What do you learn about Zuri's mother?
- 5. Why was this a special day for Zuri?





Writing QaitinW

This week you will be learning about 'People Who Help Us' as part of the real life heroes theme. Have a go at writing a short story about people who find themselves in an emergency situation and think about who and how they might be helped. You may have started writing your story. Keep going you are doing great!

RME

This week have a go at building your own church. You can use the uploaded 'Build a place of worship' worksheet if you would like to do it as a cut and stick activity. If you prefer, you might paint, draw or use building blocks to build your church. Can you include some of the special feature you have learned about along the way?

Remember that churches are all different shapes, sizes, designs and they can be made from different materials.



Health and Well-being

Have a go at this 'climbing up' meditation with Jamie and Peace Out!



https://www.youtube.com/watch?v=bXmq5idN23E

Superheroes Topic

I hope you enjoyed your fourth week exploring Gadgets and Costumes! This week you can pick activities from the topic grid to explore 'Real Life Superheroes'. I hope you are getting on well with the short story as part of your writing this week!

Mental Maths Warm Up

Have a go at this Daily 10 Mental Maths Challenge. You can pick which activity you would like to Try today!

https://www.topmarks.co.uk/maths-games/daily10



You will be asked to write down your answers and then you can see how many you got right at the end!

<u>Numeresy</u>

Have a go at 'addition bump'. I have uploaded the game board to the blog. Here at the instructions:

- Roll a dice 3 times and add the numbers together.
- Cover that number space with a marker.
- You can bump your partner's space.
- If you cover a space with 2 stacked markers, that space can't be bumped.
- The first player to use all 10 of their markers first wins!

**The fourth board in this superhero addition BUMP! set is designed to be used with two 10-sided dice. In order to fit all of the possible answers, we needed to remove the directions. Because of this, you will need to make sure students fully understand the directions before you begin