

Name:

Teachers : Mrs Hartley / Mrs Harrison Year Group: 2

Date due: Friday 18th May



Curriculum Theme: **The Romans**
Science topic: **Variation in living things;**
Living things and their Habitats

Half-Term Home Learning Grid

Complete the essential activities every week and **choose one** project to complete this half term. *Research, think, plan, make, create, draw, imagine, design, find-out, study, learn, enquire, know, discover, dream*

<p>Essential Activities</p> <p>Reading for Pleasure – 20 minutes every night: <i>Talk about the text with an adult, (for example, how do you know what the characters are like? Predict what might happen next...). Talk about which characters show empathy and how. Try to build a vocabulary for discussing empathy</i></p> <p>Spellings Lists and Dictations: <i>Spellings will be set weekly. There will be a test every Friday. Please learn spellings using ‘Look, Say, Cover, Write, Check’. Try to use your spellings as much as possible in speaking and writing.</i></p>	<p>Romans: In AD 79, Mount Vesuvius erupted in Pompeii. For your homework, find out what you can about what a volcano is and how it erupts. Then, either draw, with detailed labels, a picture and/or diagram of a volcano to show what you have learned, or, make a model of a volcano with detailed labels. You can find lots of ideas on the internet.</p>	<p>Romans: Make an item that could be displayed in a Roman museum – e.g. Roman vase (made from papier mache or modeling material); Roman mosaic; Roman or Celtic shield; drawing/model of a chariot; drawing / model of a Roman villa/Celtic round house; write out a Roman recipe in your own words, create the recipe and take a photo; drawing/painting and description of a Roman God /mythological beast; numeracy quiz/questions using Roman numerals. Write a brief ‘Museum Fact Card’ to go with your item.</p>	<p>Maths: Maths Puzzles and Games Nim-7 : This is a basic form of the ancient game of Nim. You will need seven counters or similar. It is a game for two players. Place the 7 counters in a pile and decide who will go first. (In the next game, the other player will have the first turn.) Each player takes turns to take away either one or two counters. The player who takes the last counter wins. Keep playing until you work out a winning strategy.</p> <p>After a few games, think: <i>Does it matter who has the first turn? What happens when 3 counters are left?</i></p> <p>Challenge: <i>What happens when you start the game with more counters?</i></p>  <p>Record your results and what you discover.</p> <p>There are lots more games like this on the Nrich website, (go to the lower primary section): http://nrich.maths.org</p> <p>Have a play and choose one to introduce to the class.</p>
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Times Tables /Number**Facts– Written and Orally**

Practise 2, 5, 10 x tables and related divisions. When you are confident with these, practise 3 and 4 x tables. Learn number bonds, doubles of numbers to 30 and related halves of even numbers.

Art / DT

Create a miniature 'garden in a dish'. You will need to give the seedlings / plants time to grow, so it is best to start as soon as possible. There are lots of ideas online.

**Science**

Go on a woodland safari and study one of the following: leaves, wild flowers, insects or mini-beasts. You could make a collection of fallen leaves or plant material (Remember not to pick them but you could draw and take photos instead.) If you are studying insects, observe them very closely to learn about their behaviour. You could carry out further research at home to identify what you have found. Make a 'Woodland log' about your discoveries. Include drawings, photos, written information and even poems you have written or found.