

Homework for Spring 2 - Green Class

Far away lands- 4 weeks/ Easter - 1 week

This is optional homework and also supports families in finding out what is being taught in school. Underlined tasks are those that can be completed more easily without adult support.

1	2	3	4
English (Communication, Reading and Writing)	Creative Arts (Music, Art, Dance)	Humanities (RE, Geography, History, Philosophy)	Mathematics and Technology (Maths, DT, IT, Science)
<p>Enjoy the story 'The Great Pet Sale' by Mick Inkpen. You could borrow it from the library or retell it to your grown up. Draw your own scene from it including a flap to pull up.</p> <p>Focus:</p> <ul style="list-style-type: none"> Enjoying reading Sharing experiences Reflecting and making choices 	<p>Make up your own dance for one of the animals in our story 'The Great Pet Sale'. You could listen to 'Carnival of the animals' for inspiration. A version can be found here;</p> <p>https://www.youtube.com/watch?v=1L993HNAa8M</p> <p>Focus:</p> <ul style="list-style-type: none"> Clear actions Sequencing actions 	<p>Using a map of the world plot on where some of the exotic animals in our story can be found. Examples include:</p> <p>pelicans, puffins, parrots, platypus, koalas and komodo dragons</p> <p>Focus:</p> <ul style="list-style-type: none"> Identifying exotic animals in the story Researching where they live in the world Using geographical knowledge and identifying countries on the map to plot on features 	<p>Practise these mental maths facts:</p> <ul style="list-style-type: none"> Counting on and back to 100 in 1s Counting on and back in 2s to 24 5s to 60 and 10s to 120 Pairs of numbers to make numbers up to 10 e.g. to make 5- 1 and 4, 2 and 3, 5 and 0 Number bonds to 10 and 20 when secure 1 more and less than numbers 20 Doubles of numbers up to 10 Halves numbers up to 20 Any addition and subtraction facts to 20 20-3 = 17
<p><u>Pick one of the animals from our story and make a poster explaining why the boy the in the story should buy that animal.</u></p> <p>Focus:</p> <ul style="list-style-type: none"> Writing/ drawing animal Communicating best features using full stops and capital letters Remember finger spaces 	<p>Imagine you lived in the far away land of Baghdad in AD900. At this time it was the largest city in the world and at the heart of trading (shopping) and learning. From your knowledge in our work in History create a model of the city on a paper plate.</p> <p>Focus:</p> <ul style="list-style-type: none"> Researching using the internet or a book Presenting findings using a plan 	<p><u>In the pet shop in the story there is 'An assorted box of little brown creatures'</u></p> <p><u>If you bought the box. What are your top five things you would like to be in the box and why?</u></p> <p>Focus:</p> <ul style="list-style-type: none"> Making decisions Giving reasons 	<p><u>Set up your own pet shop with toy animals. Give them labels and play shops with an adult or sibling.</u></p> <p>Focus:</p> <ul style="list-style-type: none"> Calculating totals using coins up to 10p Calculating change, e.g. if the alligator costs 7p how much change would you get from 10p?
<p>Visit a pet shop and draw a plan of what you saw there. Were there any animals from the story?</p> <p>Focus:</p> <ul style="list-style-type: none"> Observing Taking a photograph (ask an adult first) Draw in the items in the shop in the correct place on a plan Communicating findings 	<p>Located about 60 miles south of Baghdad in modern-day Iraq was the ancient city of Babylon. We will be looking at some examples of early Babylonian mosaics (see below) and creating our own out of paper squares. Create a simple mosaic of your pet, or favourite animal in this style.</p> <p>Focus:</p> <ul style="list-style-type: none"> Cutting skills Design a picture 	<p>In History we will be using and creating some simple timelines to help us order events chronologically. Make a simple timeline for you. Events shown on your timeline could include:</p> <ul style="list-style-type: none"> when you were born, when you learnt to walk, when you started school <p>Focus:</p> <ul style="list-style-type: none"> Presenting skills Use of words such as past and present 	<p>Use a computer to research your favourite unusual animal. Copy and paste a picture of it from the internet and type some facts about it using your word processing skills.</p> <p>Focus:</p> <ul style="list-style-type: none"> Using the internet as a source of information Using the copy and paste tool
<p><u>Make a story map, board or little book explaining the Easter story.</u></p> <p>Focus:</p> <ul style="list-style-type: none"> Sequencing events Writing/drawing clearly Write in sentences, using full stops, capital letters and finger spaces 		<p>Draw pictures/ make a list of 3 symbols of Easter. Rank them in order of which you think is the most important symbol and why. You could choose the cross, eggs, a candle or a hot cross bun.</p> <p>Focus:</p> <ul style="list-style-type: none"> Making choices Justifying 	<p><u>Ask Mrs James for an English or Maths worksheet.</u></p>

Look at the activities above. The activities are divided into four columns. You need to choose one activity to complete each week. You must choose at least one activity in each column. After that the choice is yours.

- To help you organise your homework, it is a good idea to do a little every day. You can spend as long as you wish, but around 30 minutes per week should be enough for most activities.
- If you have a brother or sister at Blackwell, you could work together on an activity.
- It is helpful if grown ups help you, but please do the work yourself.
- The work should be filed in your homework book. Examples of good homework will be displayed in the hall.

EXPECTATIONS

- Please complete written work in **pencil** and file into your homework book. Some work may require a photograph.
 - Present work in a way that is clear and easy for people to read
- Homework sheets will be sent home at the start of a topic and one piece can be handed in each MONDAY
 - Feedback from the teacher will be provided in the workbook