

Find below a grid of activities that you can complete at home in addition to your daily do's.

Year 2

<p>Draw your own comic strip.</p> <p>Include the use of capital letters, full stops and correct punctuation for the speech bubbles.</p>	<p>Create a place value chart using different types of pasta. Represent a 2-digit number.</p> <p>Draw a place value chart. Encourage children to put pieces of pasta in each column to create a 2-digit number. Children to explain how they have made the number.</p>	<p>Pick a book title. Play charades. Can your family guess the book?</p> <p>When children are playing, remind them about the books you read together or at school. Take it in turns to act out the title without speaking.</p>	<p>Investigate ways of making your heart beat faster without running.</p> <p>Discuss different movements they could do, such as jumps, hops etc. Demonstrate paying attention to your heart-rate and your breathing.</p>
<p>Explore the garden or park. How many animals can you find in their habitat?</p> <p>Discuss with children why certain animals are better suited to their different micro-habitats, e.g. worms and damp soil, so they don't dry out.</p>	<p>Create a repeating pattern using 3 different items.</p> <p>Discuss with children how they can make their patterns more complex using the same number of types of items, e.g. AABBAC, ABBAC.</p>	<p>Draw a map of the streets around your home.</p> <p>Discuss any familiar journeys you may make and discuss the human features you may see along the way. For example, shops, libraries or playgrounds.</p>	<p>Sort objects based on their materials.</p> <p>Once the objects have been sorted by their materials, discuss sorting by their properties. For example: hard, rough, soft, flexible etc.</p>
<p>Make a poster of 5 words you find tricky to spell. Put the tricky part in a different colour.</p> <p>Discuss with children any unusual spelling patterns. Children could pronounce words phonetically to help embed the spelling pattern.</p>	<p>Write a story using a familiar hero. In your story, they're now the baddie.</p> <p>Discuss some heroes the children know, such as the Woodcutter from Little Red Riding Hood. What could happen to make them turn bad?</p>	<p>Design a monster. Write a story about your monster. Are they good or evil?</p> <p>Children to explain whether the monster is good or bad. Discuss how that might affect the way the monster looks and behaves in the story.</p>	<p>Paint, draw, crayon a picture of your favourite place.</p> <p>Is it the beach? The woods? Your garden?</p>