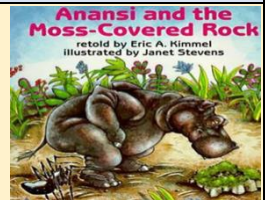


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Subject	Lesson focus (I can....)	Activity and/or instructions
Reading/ Phonics	I can infer meaning and make predictions from an image.	<ol style="list-style-type: none"><li>1. Look at the picture on <b>page 2</b> and the questions on <b>page 3</b>. <b>Challenge: The rabbit decides to go through the hole. Can you write what might happen next?</b></li><li>2. Answer the questions and send your answers into your teacher.</li></ol>
Mathem atics	I can solve problems involving addition.	Look at <b>page 4</b> to investigate what happens when you follow the instructions with different numbers. <ol style="list-style-type: none"><li>1. Do you agree or disagree with the reasoning?</li><li>2. Try to explain or draw what is happening.</li></ol>
Writing	I can describe the main character in the story	In the second part of the story Little Deer has a plan to play Anansi at his own game... Watch part 2 of the story to find out: <a href="https://www.bbc.co.uk/teach/school-radio/english-ks1-anansi-and-the-moss-covered-rock-part-2/zf78rj6">https://www.bbc.co.uk/teach/school-radio/english-ks1-anansi-and-the-moss-covered-rock-part-2/zf78rj6</a> You can also read the story on the home learning page: <a href="https://www.princeofwales.enfield.sch.uk/pupils/year-2/year-2-home-learning/">https://www.princeofwales.enfield.sch.uk/pupils/year-2/year-2-home-learning/</a> <b>Task:</b> Describe the main character in the story using the template on <b>page 5</b>
PE	I can contribute to a team event	Continue to take part in the Enfield Virtual Olympics. You can see a reminder of the details on <b>pages 6 and 7</b> . Remember to send your results to your teacher. The score card is on <b>page 8</b> .



Please read daily and complete your reading record. You can access Accelerated Reader clicking [here](https://ukhosted2.renlearn.co.uk/1894742/) and putting in your user name and password: <https://ukhosted2.renlearn.co.uk/1894742/> You may find that some of your books at home are also on Accelerated Reader, so re-read them and give the quiz a go.

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Questions for inference and prediction.

Where does the tunnel lead?

What is the source of the light?

Do you think the rabbit will go through?

Has it been through before?

How did it find out about the tunnel?

Would you go through it?

Challenge: The rabbit decides to go through the hole. Can you write what might happen next?

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## Digit Addition!

### Task 1

Here's a maths trick to try:

Think of one of the numbers from 1 to 9.

Add 9 to your number.

Add the digits of your answer together. What is your new number?

*e.g.  $6 + 9 = 15$*

*$1 + 5 = 6$*

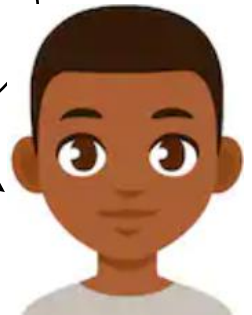
*What do you notice?*

Try the trick again with a new starting number. What do you notice now?

### Task 2

Jonas tried the trick with a few different numbers. He said:

I think you will always get back to your original number, because adding 9 is the same as adding 10 and subtracting



### Task 3

Try to explain this trick in a different way.

Think about your calculations in order, starting from  $1 + 9$ .

*Can you use this to explain why this trick happens?*

*Can you draw pictures to support your explanation?*

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The form is a character profile template. It consists of several interconnected boxes and a central image area. At the top center is a rectangular box labeled "Name of character:". Below this is a large rectangular box labeled "Picture of Character". To the left of the picture box is a large rounded rectangular box. To the right of the picture box is another large rounded rectangular box. Below the picture box is a horizontal rounded rectangular box. To the right of this horizontal box is a small rectangular box. Lines connect the text boxes to their respective form areas: the left box to the left rounded box, the top box to the name box, the right box to the right rounded box, and the bottom box to the horizontal rounded box.

What does your character look like? Use adjectives to describe.

Name of character:

Picture of Character

Where does your character live?

What does your character do?



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Here is a reminder about our virtual Olympics:

# ETSP Virtual SUMMER OLYMPICS 2020

## The Virtual Summer Olympics

With the 2020 Olympic Games postponed, and school sports days unable to happen, we have decided to enter the 'ETSP Summer Olympics'. This is going to be a very exciting competition that we can all get involved with from home or at school!

Our Olympics will be held from Monday 29<sup>th</sup> June until Friday 3<sup>rd</sup> July. During this week, we encourage you to complete the activities to the best of your ability!

You will take part in 5 different Olympic challenges across the week. You must complete:

- **2 active challenges**
- **1 creative challenge**
- **1 educational challenge**
- **1 challenge of your choice (from any of the categories)**

You must record your results on your score card and send it back to your teacher by Friday 2<sup>nd</sup> July 2020.

Make sure you practice the activities first and record your best result!

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## The Events

Active		Creative	YOU MUST SEND PHOTO/VIDEO EVIDENCE TO YOUR TEACHER
Star jumps	EYFS/KS1 – number of star jumps completed in 30 seconds KS2 – number of star jumps completed in 60 seconds	Obstacle course	Create and complete your own obstacle course. <b>Send a photo or video to your class teacher.</b> Bonus points for the top 3 most creative courses overall.
Skipping	EYFS/KS1 – number of skips completed in 30 seconds KS2 – number of skips completed in 60 seconds	Design a sport/game	Design a socially distanced sport or game. <b>Send your design or a photo with explanation to your teacher.</b> Bonus points for the top 3 most inventive games.
Egg and spoon	EYFS/KS1 – number of laps of 5m completed in 30 seconds KS2 – number of laps of 5m completed in 60 seconds	Olympic treasure hunt	Find items from around your home that are all the same colour as one of the Olympic rings. More items = more points! <b>Send a photo to your class teacher.</b>
Ball bounces	<i>(options: tennis ball, basketball or a tennis ball and racquet)</i> EYFS/KS1 – highest number of bounces in 60 seconds KS2 – highest number of bounces in 2 minutes	<b>Educational</b>	
Goal!	Number of balls/rolled up socks thrown into a bowl/bucket that is a distance of 2m away. Highest number scored in 2 minutes.	Reading	Total number of books read by each pupil during June. Will your school compete the 5,983-mile journey to Tokyo? <b>More books = more miles!</b>
Long jump	Longest jump recorded – best of 3 attempts.	Fact finder	Find out facts about your school's country <b>GREECE</b> . More facts = more points!
		Olympic quiz	Bonus points for the top 3 highest scoring schools overall.

Competing at home  
Make sure you email your results  
and any photos to your class teacher.



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### My 5 Events

Remember: 2 active, 1 creative, 1 educational and 1 of your choice

Active		Total number completed / longest jump recorded (cm)
<b>EXTRA CHALLENGE:</b> Daily mile	If you go for a daily walk, run or bike ride record it here. Number of miles completed in one week (max 5 miles)	Total:
<b>EXTRA CHALLENGE:</b> Power challenge	Can you do this every day this week? Record number of times here (max 5) EYFS/KS1 – 15 burpees, 10 sit ups, 5 press ups KS2/KS3 – 20 burpees, 15 sit ups, 10 press ups, 5 squats	Total:
Creative		Title of piece (PHOTO MUST BE SENT TO YOUR TEACHER)
Educational		Total number of books / facts / correct quiz answers