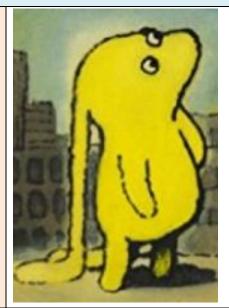
Learning Lions

Please find todays learning tasks below.

The table below explains the tasks and you will find the resources underneath.

Your child will know which challenge they usually access in each subject and which task will be appropriate for them.

English



Year group: 2 Date: 21.05.20

Today we are going to retell the story of Beegu as a storyboard / story map.

Share the story again by clicking on the link below: https://www.youtube.com/watch?v=OaX_zGZO0Y8

Listen to the story and think about the sequence of events

- Where is he at the start?
- Where is he taken to next?
- Who does he meet at the playground?
 - What happens to him next?
 - What comes down from the sky?
 - How does the story end?

Challenge 1

Challenge 2

Challenge 3

You can choose how you want to retell the story today – you could do any of the following:

- 1. Retell the story in your own words in your book, thinking about the sequence.
- 2. Retell the story by drawing your own story map drawing pictures and key words to prompt you to retell the story in the right sequence.
 - 3. Use the story retell sheet below.
 - 4. Use storyboard activity sheet below retelling the story through pictures and writing.

At the end of the session, you need to be able to retell your story to your adult / brothers & sisters from your book so make sure you have plenty of information so you don't miss anything out!

Mental Maths Train A four operations game

Warm Up – follow this link to complete your maths warm up.

https://www.topmarks.co.uk/maths-games/mental-maths-train

Choose the multiplication truck – then choose and complete the 4 following activities:

X 2

x5

x10

mixed x2, x5, x10

Challenge 1 Challenge 2 Challenge 3

Today we are going to start learning about time ADULTS!! We haven't done much yet on this topic Mum's & Dad's!

First of all, create your interactive clock by drawing / printing the activity sheet below. Keep this safe because you will need to use this today and tomorrow.

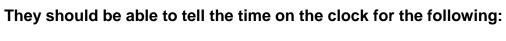
Then complete the Education City Activities I have allocated in your homework tasks for today – please note these are to refresh the children in skills they should have been secure in Year 1 (they are from the Year 1 activities but don't worry!) ©.











O'clock Half Past Quarter Past Quarter to.



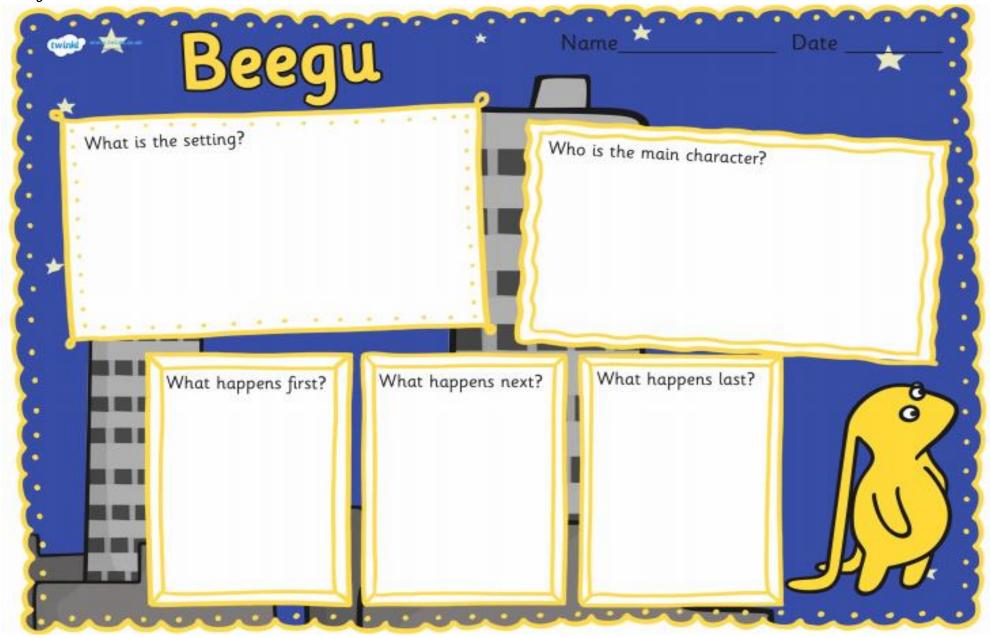


Once you have made your clock and completed you Education City activities – spend some time with your child telling the time using the paper clock – reinforce the times above, but then start to work on the times show on the clock face – telling the time to the nearest 5 minutes e.g. 10 past 5, 25 past 8, ten past 2, 20 minutes to 6 etc.

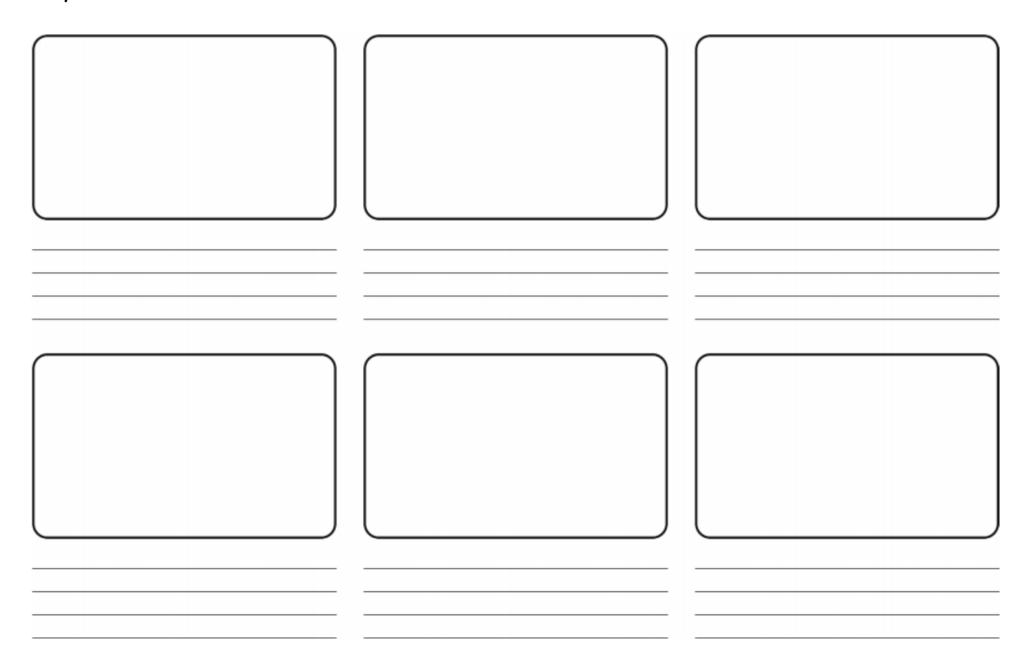
Reading	Log in to Oxford Owl and search for the text Spaceship Graveyard. Continue to read / listen to the story up to the
	end.
Phonics	Complete the activity through the link here: http://flash.topmarks.co.uk/5012 Spelling words interactively.
Other	Today we are going to do some Art.
	Watch https://www.youtube.com/watch?v=w36yxl gwUOc This video has lots of information about the different planets!
	You are going to create a picture of the solar system. How many different forms of art can you use?
	For example you might use crayons for Earth, use paint to make a crumpet printing of the moon, a sponge printing of the
	sun, a tissue paper collage of Venus the list of ideas is endless. Have fun with it, just remember to use the correct
	colours for each planet.
	Clock or Touch an Object to Explore Count varie Sum Clock or Touch an Object to Explore Count varie Sum

Unless otherwise specified, please complete the tasks in either your home learning book or print out the document below.

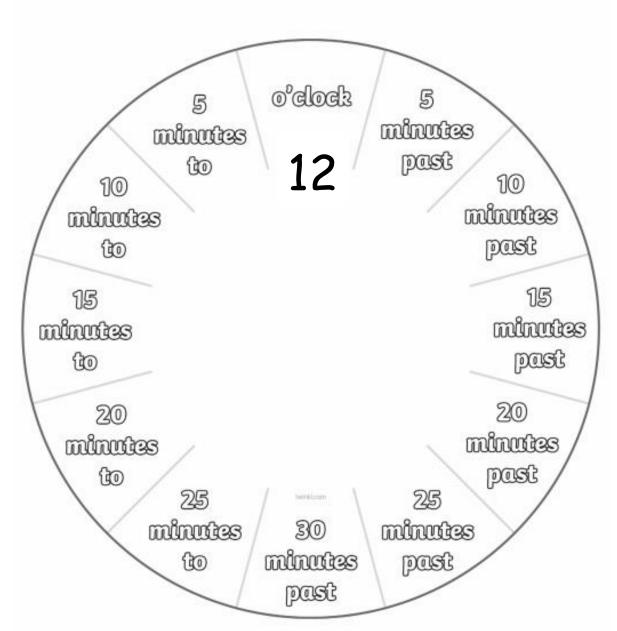
Story Plan sheet

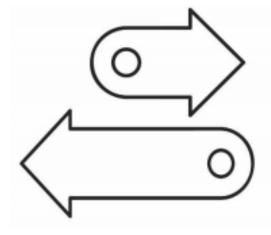


Storyboard Sheet



Maths ALL challenges





Draw or cut out the clock face and hands to make an analogue clock to use - this clock has the words we use but not the numbers we see.

Add the numbers to the inner circle - I've done number 12 for you.

You can use a split pin, blue-tack or a straw and tape to put your hands on the clock allowing them to move around