

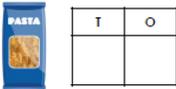
Year 2

Year 2's topic is Tunnels, Towers and Turrets

Things to do at home. What will you choose?

- Play a tumbling tower game such as Jenga, with your family. What are the best ways of keeping the tower upright? See if you can take some action shots or videos of the tower falling!
- Make a detailed diagram of a castle, labelling interesting features which might be found inside, or out. Perhaps you could find out about murder holes, garderobes or loopholes?
- Make an information book about castles, bridges or tunnels. Include downloaded images, as well as drawings and diagrams. What fascinating facts can you find out to amaze your family, friends and teacher?
- Design and create a model of a famous structure from around the world, using junk materials found at home. Will you choose London Bridge, the Leaning Tower of Pisa or perhaps the Statue of Liberty? Find a photograph of your chosen landmark to use as inspiration.
- Find, on a world map or globe, all the famous landmarks you would like to visit. Which continents are they in? How would you get there? Talk to your grown-ups and explain your choices. Make a digital display showing images of your favourite places and giving information about each country or city.
- Design a fantastic new landmark for your local area! What materials would you use and what special features would it have? Think about how to make it stand out from other landmarks in the world. Plot your landmark on a map of your local area. Present your ideas to your class and perhaps take a vote for the winning design.
- Look at websites telling the story of The Three Little Pigs. Draw a storyboard with six or eight sections. Add captions and images which could be used to help you create a short stop motion animation. Make the animation if you have time.

Some other ideas that are not related to the topic:

Practical Ideas		
 <p>Draw your own comic strip.</p>  <p>Classroom secrets</p>	 <p>Create a place value chart using different types of pasta.</p>  <p>Represent a 2-digit number.</p> <p>Classroom secrets</p>	 <p>Pick a book title. Play charades.</p>  <p>Can your family guess the book?</p> <p>Classroom secrets</p>
Include the use of capital letters, full stops and correct punctuation for the speech bubbles.	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.	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.

Practical Ideas

<p> Investigate ways of making your heart beat faster without running.</p>  <p></p>	<p> Explore the garden or park.</p>  <p>How many animals can you find in their habitat?</p> <p></p>	<p> Create a repeating pattern using 3 different items.</p>  <p></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>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>Discuss with children how they can make their patterns more complex using the same number of types of items, e.g. AABBAAC, AABBAAC.</p>

Practical Ideas

<p> Design a useless product.</p>  <p>Try to convince someone that it's actually brilliant.</p> <p></p>	<p> Draw a map of the streets around your home.</p>  <p>Label the human features.</p> <p></p>	<p> Sort objects based on their materials.</p>  <p>How else could the items be sorted?</p> <p></p>
<p>Discuss what would make a product useless, such as a window made of metal, or a fire guard made from chocolate. Explain why.</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>Once the objects have been sorted by their materials, discuss sorting by their properties. For example: hard, rough, soft, flexible etc.</p>

Practical Ideas

<p> Make a poster of 5 words you find tricky to spell.</p> <p>climb beautiful</p> <p>Put the tricky part in a different colour.</p> <p></p>	<p> Write a story using a familiar hero.</p>  <p>In your story, they're now the baddie.</p> <p></p>	<p> Design a monster.</p>  <p>Write a story about your monster. Are they good or evil?</p> <p></p>
<p>Discuss with children any unusual spelling patterns. Children could pronounce words phonetically to help embed the spelling pattern.</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>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>