

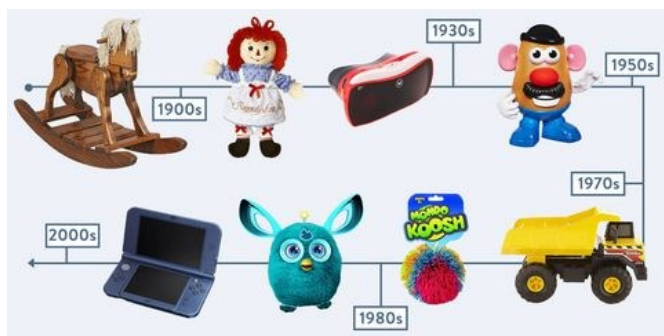


Toys: How can a study of toys help us to identify changes in materials and technology?



Key Concept: Similarity & Difference

Class 2 Home Learning Menu: Autumn Term 1 2021



Art/DT	Maths	English	Science	Computing	Other
<p>Design and build a 3D model of a toy. You could use junk modelling or construction to make your toy. Can you include a moving part? You can bring in your model or take a photograph to share with everyone.</p>	<p>Set up your own toy shop at home! Give some of your toys price tags. Take turns to be the shop keeper and customer. Buy an item and find the correct coins needed to pay. Can you buy more than one item and add to find the total?</p>	<p>Interview grandparents or an older relative or friend about toys they played with when they were younger. What toys did they play with? What materials were they made from? Tell us what they said or write some of their answers down.</p>	<p>Have a go at one of these fun materials experiments on https://www.science-sparks.com/materials-ks1/ Take a #Science Selfie</p>	<p>Use technology to learn about anything that has interested you from the knowledge organiser —how, is up to you! Ideas: Make a video using green screen Build using Minecraft Create a PowerPoint Use Word Use apps www.j2e.com</p>	<p>Anything else you like! We love to hear about any learning going on at home, whether related to school learning or not! Show off what you've been learning at home in class or via Dojo!</p>

Weekly maths home learning.

We are trialling a new spelling scheme, so there will be no weekly spelling homework at the moment.

Reading at home is encouraged as often as possible! Accelerated Reader quizzes are taken in school when your child finishes their book. (Year 2 & 3).