

Home
Learning
Pack
Year 2



Practical Ideas





Draw your own comic strip.



Classroom secrets★

Include the use of capital letters, full stops and correct punctuation for the speech bubbles.



Create a place value chart using different types of pasta.



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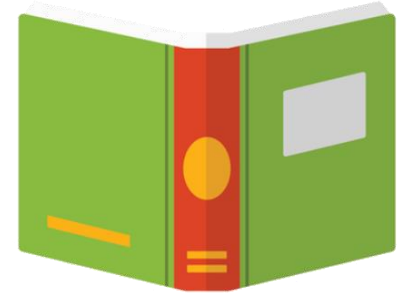
Represent a 2-digit number.

Classroom secrets★

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.



Pick a book title. Play charades.



Can your family guess the book?

Classroom secrets★

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.



Investigate ways of making your heart beat faster without running.



Classroom secrets★

Discuss different movements they could do, such as jumps, hops etc. Demonstrate paying attention to your heart-rate and your breathing.



Explore the garden or park.



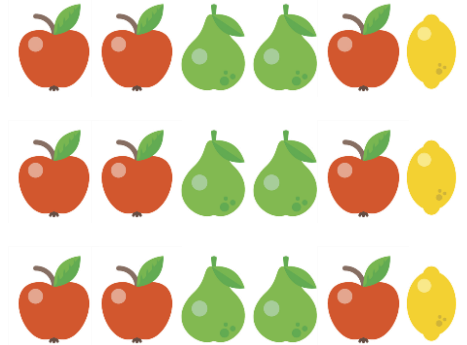
How many animals can you find in their habitat?

Classroom secrets★

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.



Create a repeating pattern using 3 different items.



Classroom secrets★

Discuss with children how they can make their patterns more complex using the same number of types of items, e.g. AABBAC, AABBAC.



Design a useless product.



Try to convince someone that it's actually brilliant.



Discuss what would make a product useless, such as a window made of metal, or a fire guard made from chocolate. Explain why.



Draw a map of the streets around your home.



Label the human features.



Discuss any familiar journeys you may make and discuss the human features you may see along the way. For example, shops, libraries or playgrounds.



Sort objects based on their materials.



How else could the items be sorted?



Once the objects have been sorted by their materials, discuss sorting by their properties. For example: hard, rough, soft, flexible etc.



Make a poster of 5 words you find tricky to spell.

**climb
beautiful**

Put the tricky part in a different colour.



Discuss with children any unusual spelling patterns. Children could pronounce words phonetically to help embed the spelling pattern.



Write a story using a familiar hero.



In your story, they're now the baddie.



Discuss some heroes the children know, such as the Woodcutter from Little Red Riding Hood. What could happen to make them turn bad?



Design a monster.



**Write a story about your monster.
Are they good or evil?**



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.