# Week beginning 22<sup>nd</sup> June Year 2 activities

Hello Year 2,

Well done on continuing to work hard on the tasks I am setting. I am so glad you enjoyed making your bee animations at home – I have really enjoyed seeing them! This week we are going to start looking at Geography in more detail. Mr Jackson and I have set you some fun tasks linked to compass directions and maps. If you would also like to do something a little different, along with your learning, have a go at one or more of the suggestions below.

#### Learn a new language...

Or at least 5 words! Decide on a language for the day and learn the words for hello, thank you, and any others you want to know.

Tip: Give a prize to whoever can remember the most words the next day.

#### Silly Stories

Each person has to say or type one line as you make a silly story together.

Tip: Go round in order of youngest first to avoid everyone speaking at the same time.

#### **Jumping Beans**

When someone shouts out a type of bean, everyone else has to do the action below.

Baked bean: crouch down into a ball, Runner bean: run on the spot, Jumping bean: jump up and down, Magic bean: freestyle move!

Remember to keep in touch, via email. I enjoy hearing from you, and I am here to help.

Miss Holdford

Please keep sending in your photos. You can email them to <a href="learning@cds.school">learning@cds.school</a>. Please state within your email if you do not want the photographs to be put onto the website.

## **Home Learning Tasks**

Please find below suggestions for how a range of curriculum subjects can be covered.

Maths and English will be on a separate document.

# **Art & Design task**

This week's art is a mindfulness activity. The idea of this activity is to enhance attention by focusing on one particular pattern or colour. The activity could be done with relaxing music. Let your creative side go wild and create different patterns using dots.

Using a piece of kitchen roll use felt pens to create dotted patterns.





## **RE**

### Can I retell the story of Abraham?

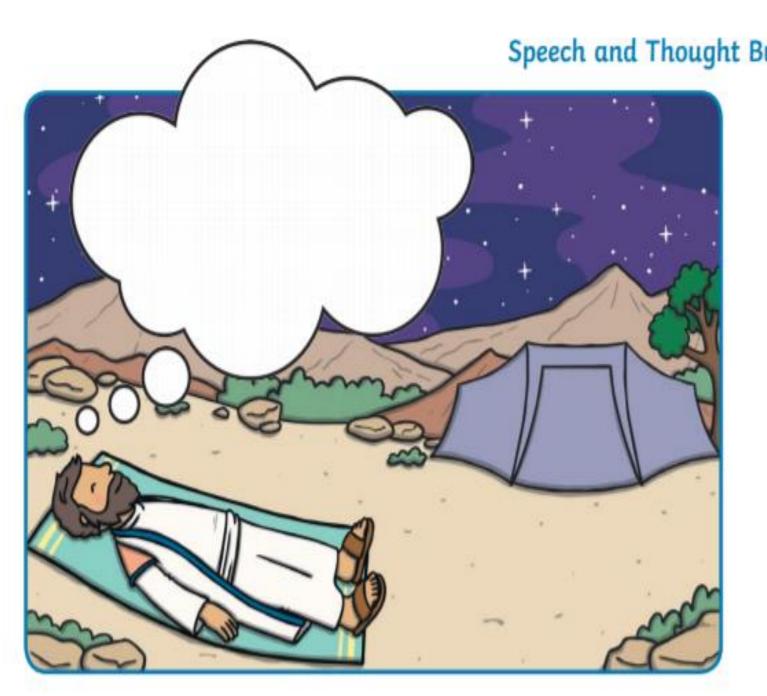
Tell the story of Abraham and Sarah. How do you think Abraham felt at different points in the story? How did Sarah feel? What is interesting or puzzling about the story? What might a Jew or Christian learn from the story?

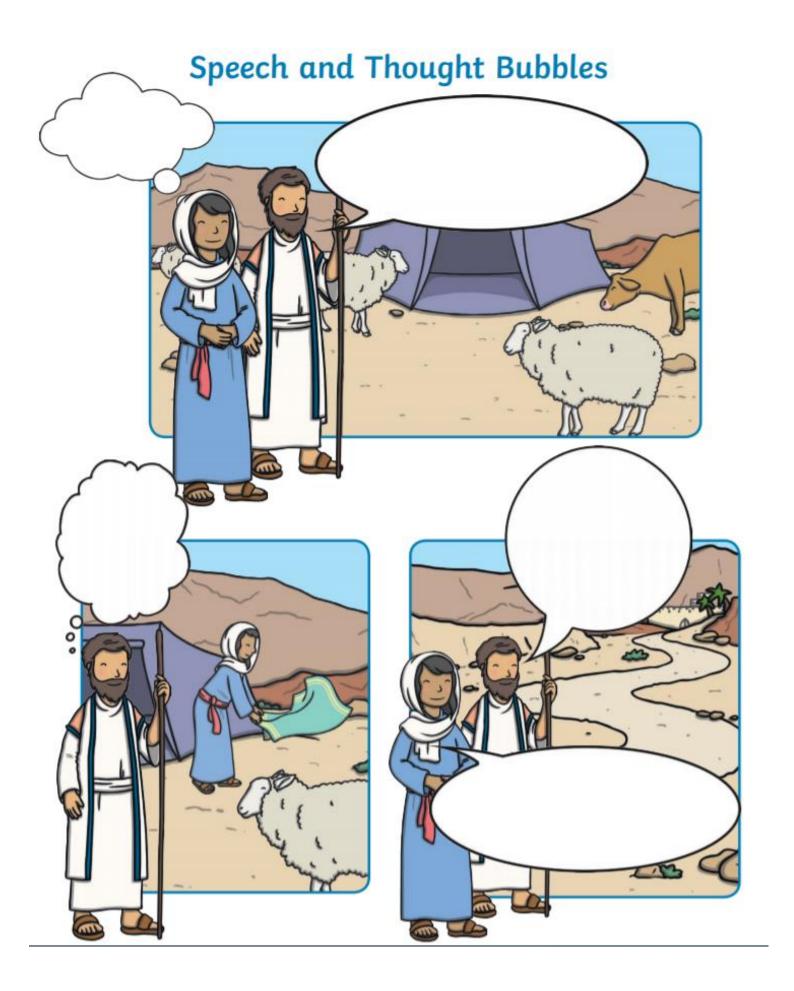
Attached is a PowerPoint of the story that links to the task.

Task: To think about what Sarah and Abraham would say and think during different parts of the story.

http://www.dltk-bible.com/genesis/chapter15-cv.htm Readable version of the story

https://www.youtube.com/watch?v=NdqrwGJYePQ





## **Geography**

## **Lesson 1 Compass directions:**

What is a compass? Why do people use them? Who might use a compass?

https://www.youtube.com/watch?v=LroX6ThIDpw This video goes in to detail about magnets and how these relate to a compass.

Show a picture of a compass or a real one – what do you notice? What can you see on it? Discuss North, South, East and West. Relate this to a World map.

### Activity:

Using the compass direction sheets can you answer the questions. There are 3 sheets that range in ability - The questions get harder so choose which sheet is best.

# **Compass Directions**

		bakery			mosque	
church		park		hospital		
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	taxi rank		postbox			cafe
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fire station		toy shop		airport		
		TOY SHOP		1331		
	school		vet		pool	
theme park		police station				beach
bus stop		dentist			supermarket	
		A	Start			

### Compass directions: the town

- 1. From the start, go north 4 squares. Where are you now?
- 2. Go east 3 squares. Where are you now?
- 3. Go south 3 squares. Where are you now?
- 4. Go west 6 squares. Where are you now?
- 5. Go east 2 squares. Where are you now?
- 6. Start at the school. How do you get to the taxi rank?
- 7. Give directions from the dentist to the toy shop.



# **Compass Directions**

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	school		vet		pool	
theme park		police station				beach
bus stop		dentist	Start		supermarket	

## Compass directions: the town

- 1. From the start, go north 4 squares. Where are you now?
- 2. Go north-east 1 square. Where are you now?
- 3. Go south 2 squares. Where are you now?
- 4. Go west 4 squares. Where are you now?
- 5. Go south-east 2 squares. Where are you now?
- 6. Start at the school. How do you get to the theme park?
- 7. Direct someone from the theme park to the hospital.
- 8. Write directions from somewhere on the map to another place.



# **Compass Directions**

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	taxi rank		postbox			cafe
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	school		vet		pool	
theme park	- 22	police station				beach
						all are
bus stop		dentist			supermarket	17
			Start			

## Compass directions: the town

- 1. From the start, go north 4 squares and 3 squares east. Where are you now?
- 2. Go south-west 4 squares and west 2 squares. Where are you now?
- 3. Go north-east 1 square and east 1 square. Where are you now?
- 4. Go east 4 squares and north-west 1 square. Where are you now?
- 5. Go north-west 2 squares and north-east 2 squares. Where are you now?
- 6. Start at the vet. How do you get to the church?
- 7. Give directions from the park to the pool.
- 8. Write directions from somewhere on the map to another place.



#### Lesson 2:

Map reading and understanding what symbols represent

Look at OS map and Google Earth. What do we notice? What things are similar on each of the maps? Discuss the use of symbols – how do we know what they are? Relate to a key. Discuss the different symbols that can be seen on an OS map.

Discuss 'birds eye view'. What does it mean?

#### https://www.youtube.com/watch?v=Czk4p5QmLSA

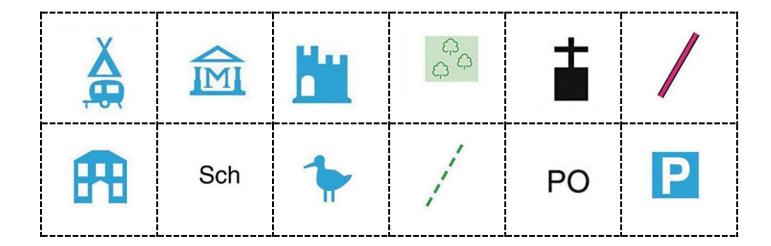
Complete the first activity which is to match up the symbol and a word.

Read the Jolly postman story. At the back of the book is a map/picture of the village that he delivers all the post to.

Explain that the next task is to create their own village map. It can be an imaginary map that uses the symbols discussed.

Task 1:

Camp site	Building of historic interest	Museum	Nature reserve	Trees	Castle
Parking	Church	School	Post Office	Footpath	Road



Task 2 – Design you own map	
Vov.	
Key:	