Marlborough Primary Academy

Class 2M

Home Learning

Friday 26th February

Daily non-negotiables:

- 1) Reading 30 minutes Group 1:
- · Phonics sounds
- · Spell the words
- Read to an adult Group 2:
- Phonics sounds
- · Spell the words
- · Read to an adult
- Reading skills Reading for fun!
- 2) Spelling 20 minutes
- 3) P.E. Joe Wicks (LIVE at 9am)
 or Cosmic Kids

English

Write a recount

Use your plan to help you write a recount about a fun day in half term.

Remember to:

- -Write in time order using vocabulary like first, then, next
- -Use the past tense
- -Make it exciting! Use a word mat to help you.

Practise your handwriting and spellings. Ask an adult to test you and don't forget to share on Class Dojo.

Maths

Multiplication sentences using the 'x' symbol

Watch the video, complete the activities and check your answers.

<u>Video</u>

Worksheet

Answers

PSHE

Sharing our worries

Make a worry doll that you can tell your worries to or a worry monster that can eat them all up!



Fun Friday Challenge: Play the safe/unsafe board game

Multiplication sentences using the × symbol



1 Complete the sentences.

a)



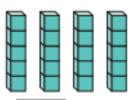
There are

equal groups with



in each group.

b)



There are



equal groups with



in each group.

c)



There are

equal groups with

in each group.

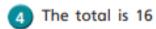
Complete the table.

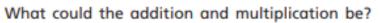
The first one has been done for you.

Addition	Multiplication		
2 + 2 + 2 + 2	4 × 2		
5 + 5 + 5			
3 + 3 + 3 + 3 + 3			
	2 × 10		

Complete the pattern.

What comes next?







Use counters to help you complete the number sentences.

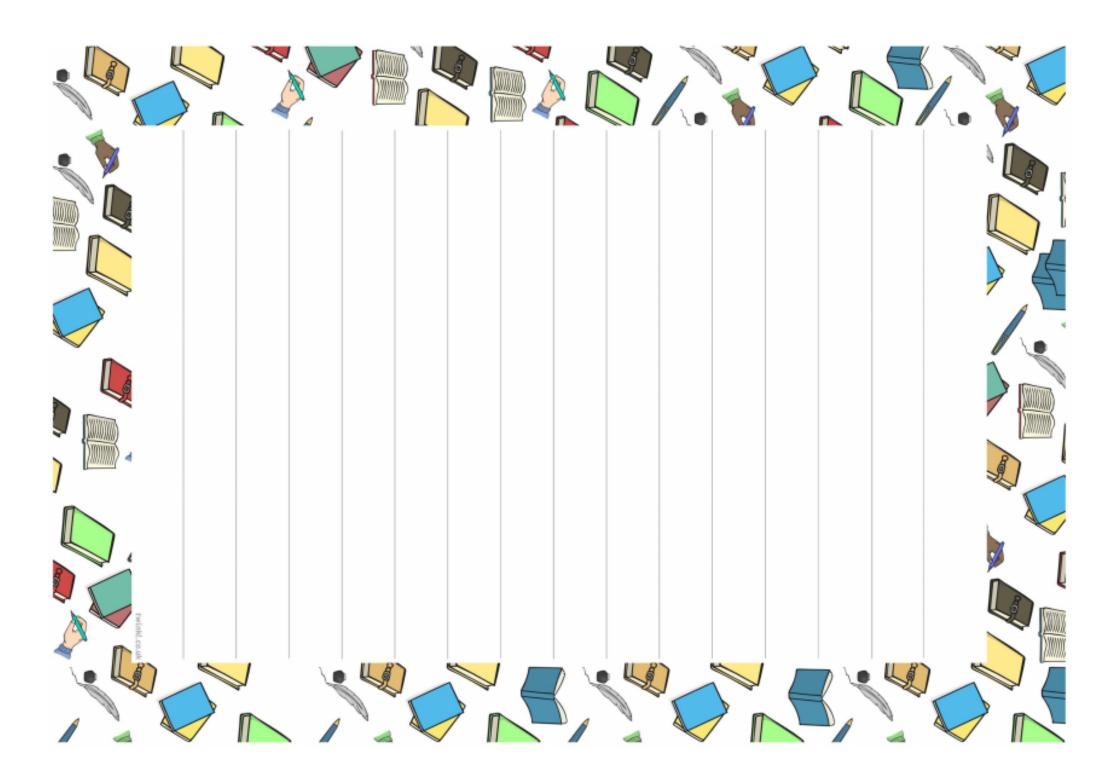


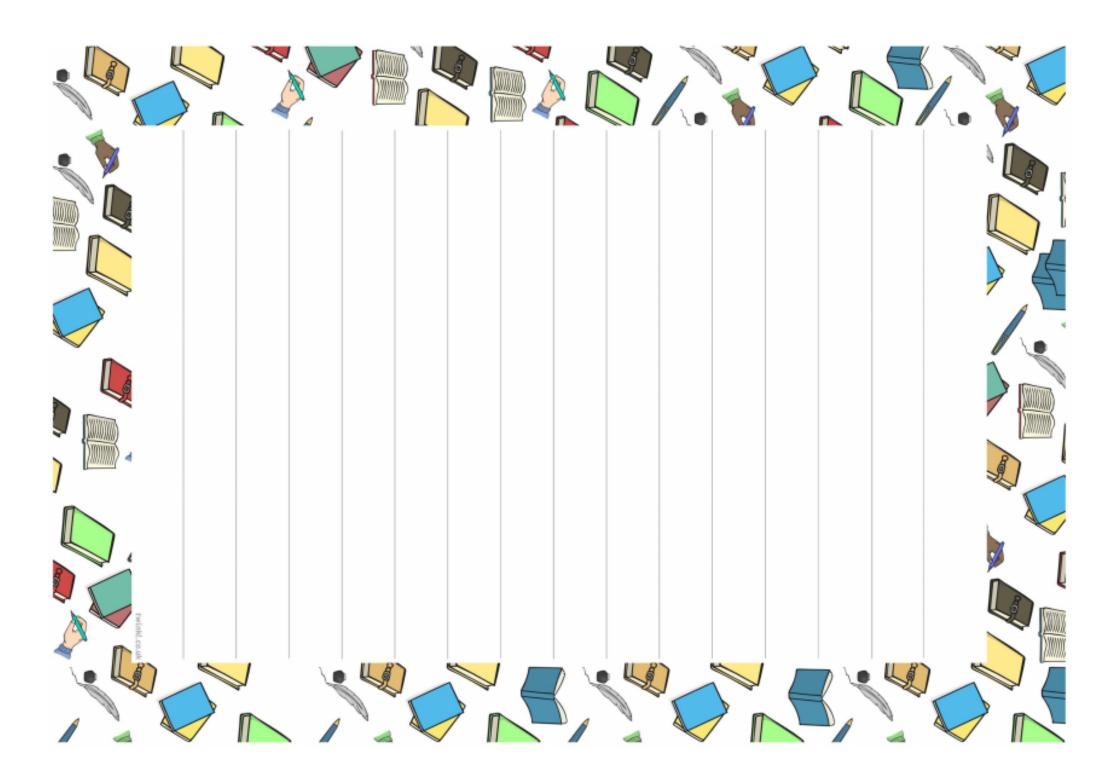
a) 3 × = 12











Adjectives

People	Objects	Good feelings	Bad feelings	Size	Time	
adorable	bright	brave	angry	big	ancient	
adventurous	clear	calm	annoyed	colossal	brief	
aggressive	distinct	cheerful	anxious	enormous	early	
annoying	drab	comfortable	ashamed	gigantic	fast	
beautiful	elegant	courageous	awful	great	late	
caring	filthy	determined	bewildered	huge	modern	
confident	gleaming	eager	bored	immense	σld	
clumsy	grotesque	elated	confused	large	quick	
confident	long	encouraged	defeated	little	rapid	
considerate	magnificent	energetic	defiant	long	short	
excitable	precious	excited	depressed	mammoth	slow	
glamorous	sparkling	exuberant	disgusted	massive	swift	
grumpy	spotless	fantastic	disturbed	meagre	young	
happy	strange	fine	dizzy	mighty		
helpful	unsightly	healthy	embarrassed	miniature		
important	unusual	joyful	envious	minuscule		
intimidating	valuable	pleasant	frightened	petite		
obnoxious		relieved	hungry	puny		
odd			lonely	short		
talented			scared	tall		
thoughtless			terrified	teeny		
timid			worried	tiny	twinkl	
handsome						

My Worry Monster

own worry monster. If you sometimes worry about things like Milton, you may like to make your

up so you no longer need to worry about them! Worry monsters are great because they read your worries and munch them

and put it in your worry monster. Follow the instructions below, write down your worry on a piece of paper

You will need:

A disposable drinking cup

Coloured paper/felt

Pipe cleaners

Googly eyes

Dom-noms

Pom-poms

Sticky tape

Scissors

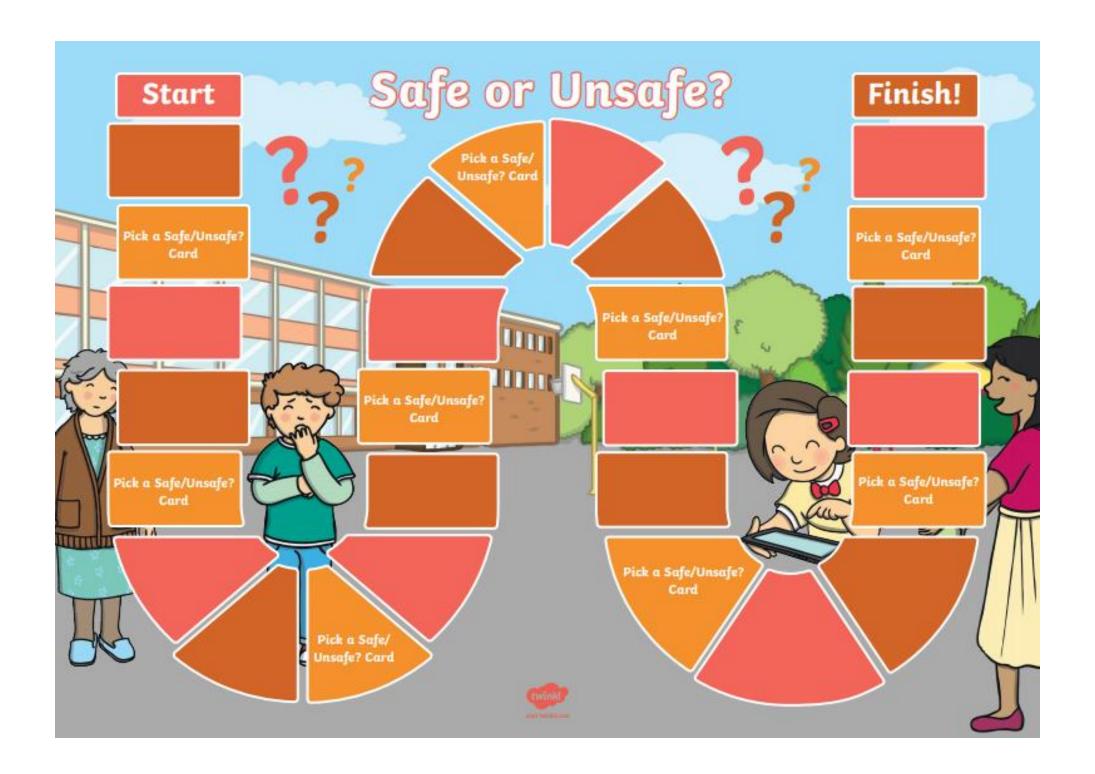
Glue



Instructions

- Take your drinking cup and cut some coloured paper or felt to fit around the outside of the cup. Use the glue to stick this down.
- 2 Stick googly eyes (or draw your own!) onto the front of the cup. It can look as crazy as you like!
- ω You may wish to add pipe cleaner antennae, a monster mouth, a pom-pom nose or anything else you want.
- 4 Write any worries that you have on a piece of paper and feed it to of your family about the worry that you fed to your monster. your monster! If you want to, you could talk to a friend or a member





Safe or Unsafe? Board Game

A game for 2-6 players.

You will need:

- Safe or Unsafe? Board Game Playing Board
- Safe or Unsafe? Picture Cards
- Dice



Instructions:

- Each player should put their counter on the start space.
- Decide who will go first. It could be the youngest player, or you could all roll the dice and the person with the highest score goes first.
- Roll the dice and move your counter along the board that number of squares.
- 4 If you land on a 'Pick a Safe/Unsafe Card' space, pick up a card
- 5 safe or unsafe. If the card shows something unsafe, you have to explain are wrong, you stay where you are answers are right, you get to move forward two spaces. If they think you what could be changed to make it safe. If the other players think your Look at the picture of the card and say whether the card shows something
- 6 The winner is the first person to reach the finish square.













