

Rescope Primary School: Y2 Autumn 1 Home Learning

Expected Learning

Reading	We expect that children read a minimum of three times a week to an adult or older sibling. Please record this in their planner. Children must bring their book bags containing their reading book and reading diary every day as Guided Reading takes place every day. Your child's diary will be checked regularly, and children are awarded 5 house points for reading three times in a week.
Spelling	All children have spellings to learn each week. These are recorded in their planner. Please make sure that your child practices. 5 minutes, three times a week will make a huge difference. Spellings are given on a Friday and tested the following Friday.
Mathematics	Children need to practice their number facts regularly. Little and often is the key to getting these embedded. Children's number fact target for this half-term is to learn, by heart, their number bonds to 10 and 20. They should be able to rapidly recall pairs of numbers that make 10 and 20. E.g. $9 + 1 = 10$, $9 + 11 = 20$ In Year 2 we expect the children to practise three times a week for 15 minutes. Children enjoy practising their bond recall with the following games: https://www.ictgames.com/saveTheWhale/index.html https://www.ictgames.com/mobilePage/funkyMummy/index.html Additionally, children will bring home a paper-based Maths task weekly. This will be a Maths Minute to improve your child's mental calculation and a summary task sheet of their learning that week. This homework will be given on a Friday and should be returned by the following Thursday.

Optional Curriculum Task

If your child would like to explore this half term's learning any further with you at home, they could complete one of the creative tasks below. This task can be done with adults. Children can choose more than one if they wish. The more creative the better!

- Write a postcard and post it to school.
- Create a fairy-tale setting in a shoe box.
- Create a map of your walk to school.
- Create a map of a Fairy-tale Land.
- Design an attractive feature, such as a sculpture or a sensory garden to go into Barker's Park.
- Rewrite a fairy-tale and perhaps change the ending or the characters.
- Make a game of snap with matching fairy-tale characters for number bonds to 10.
- Create a fairy-tale puppet character.