



## Ks2 Day One Home Learning Tasks

### Homework

If you haven't already completed the homework that has been set this week, please do it first.

### English

Does this picture remind you of any stories or films? If it doesn't, what do you think is going on? Look very closely at the picture, especially the background, and list all the things you can see. What clues to the story are in the picture? There are some more questions next to the picture for you to think about. If you are lucky enough to have an adult at home working with you, you could discuss the questions or if you are working alone, you could write full answers for each question or you could make notes. You might be able to do some discussion and some writing!



What has Geppetto created?

Why is he so surprised?

What is the puppet's name?

What do you think Geppetto will do next?

Do you think he has made anything magical before?

Can you make a list of all the things the woodcarver would normally make?

Do you have anything that has been carved out of wood in your house?

If you could carve something to come alive, what would it be?

Your next task is to use the picture as a stimulus for a piece of creative writing. A professional author wrote this story starter. Use it, or your own ideas, to write a story inspired by the picture. You could also write a story from the point of view of one of the characters! Try to include the features you have been working on in class (direct speech, dashes, brackets, conjunctions etc). Once you have finished, proofread your work to make sure you have capital letters where you need them. You might also need to check some spellings in a dictionary. You can hand-write or type your work. Once you are happy your work is finished, ask an adult at home to email it to Mr Neighbour.

If you aren't inspired to write your own story, read the story starter again slowly and carefully. There is some wonderful vocabulary in the text and several words you will not know. Highlight or circle these words and then complete some or all of these tasks:

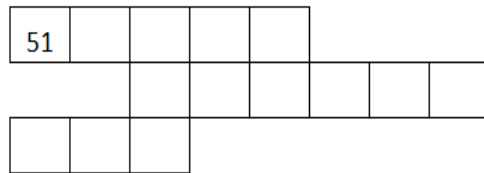
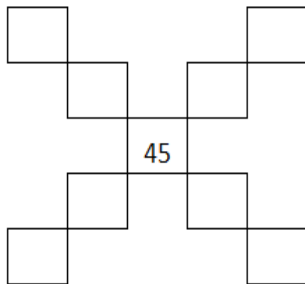
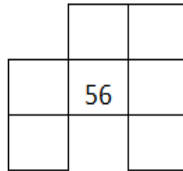
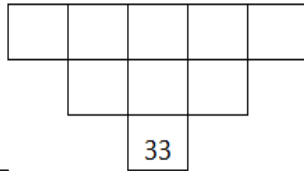
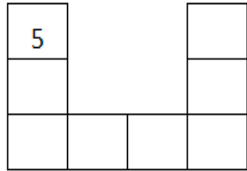
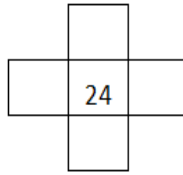
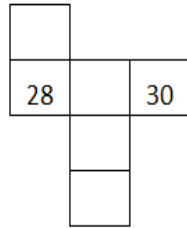
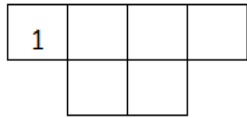
- Look up each word in the dictionary and copy out the definition.
- Look up each word in the dictionary and then write your own sentence to show you understand the word.
- Put the words into alphabetical order.
- Use Scrabble tiles (real ones or as pictures online) to work out the value of the words and then try to find the highest valued word in the story.
- Change the words to other words with similar meanings and discover the impact this would have on the text. Which version do you prefer, yours or the original?

Geppetto, the master woodcarver, was considered by many of his neighbours living alongside him in the small, quiet village in Italy in which he resided, as a genius. For half a century, Geppetto had, on a daily basis, worked his fingers to the bone in his cramped workshop, hunched over his workbench, honing his skills, to become the best and most respected woodcarver in the whole kingdom. Hour upon hour he would toil, whittling wood, with most spectacular precision, into an incredible array of different items and oddities. The saying in the village went: 'if you can imagine it, Geppetto can carve it!' In fact, this motto was now proudly emblazoned above the door to his shop.

For the past week, the master woodcarver had been working on his latest creation: a puppet. Like every other creation of Geppetto's, this particular project was turning out to be a masterpiece. However, one morning when Geppetto strode energetically through his workshop door to begin the day's labour, he couldn't believe the sight that befell him...

## Maths

Hundred squares are really useful for all sorts of counting games and activities. The sections below are taken from a hundred square. Can you fill in the missing bricks? Once you have completed the task, try to make your own version on the grid on the last page.



Other activities you can complete on a hundred square are:

- Shade in the answers of a times table you are learning but go as far past the 12<sup>th</sup> multiple as you can.
- Using a different colour, shade in another times table and see if any of the answers are the same (common multiples).
- Revise your adding skills by adding each row across or each column down to find the highest and lowest totals.

If you enjoyed filling the gaps on the hundred square, you might enjoy solving this problem: <https://nrich.maths.org/5572> If you do, you could make your own version with the blank grid on the last page for somebody else to try and solve. If you are in year 4 or above, you could use Roman Numerals instead of digits to make your game even harder.

As always, you can continue to work on your times tables. There are a wide range of individual and mixed resources for you to use here: <http://www.newlandsprimary.net/maths-curriculum>. You should work on the times tables you were set for homework most recently as well as using the mixed and grid tests that you complete in school each half term. You could also play 'hit the button' <https://www.topmarks.co.uk/maths-games/hit-the-button>.

## Afternoon Tasks

Choose some items from these suggestions.

- If you are well and have a garden, practise your sports skills. You could develop a dance routine, make a circuit-training route or improve your dribbling or shooting skills for a sport like hockey, football or basketball. Aim to increase your heart rate and get sweaty!
- Use this link to open Mrs Sealey's map and flags website that we have been using in school. How many countries and flags can you name? <https://world-geography-games.com/europe.html>
- Using your best artistic skills, design a new uniform for our school. Would all pupils wear the same? What colours would you pick? Would hoodies be allowed and would the logo of the school be the same? Try to sketch your ideas, rather than draw them and bring them to life by using shading and tone.
- Design a new school! If you had unlimited money, what would be in our school or playground? A rollercoaster? A swimming pool? A zoo? Try to build your new school from Lego or other building toys you have or draw it. Be as creative as you can.

If you complete either of the designing tasks, please do send in your ideas! We'd love to see what you have created.

