Year 2

Summer 1 Home Learning Up, Up and Away!



Birley Primary Academy

A L.E.A.D. Academy

<u>Daily Reading - Please read every day!</u>

Please read your online e-book, pleasure for reading book or banded book daily and record in your home school diary. Book tokens are given for 5 reads! Find your log-in details in the back of your home school diary.



<u>Writing</u>

Scan the QR code to find an image you like. Describe what you can see, hear, smell and touch using expanded noun phrases.

Practise your handwriting.



In Maths, we have noticed that children are forgetting which tens number comes next e.g. 60 comes after 59. Can you practise counting to 100 focussing on what number comes after 19, 29, 39, 49, 59, 69, 79, 89, 99.

<u>Science</u>

In Science we will be learning about seeds and plants.
Could you plant a seed at home and watch it grow, keeping a diary every time you observe a big change.
Bring your seed diary in to show!

<u>History</u>

In History we will be learning about key figures in the history of flight including The Wright Brothers, Bessie Coleman and Amelia Earhart. Can you research one of these figures and create a poster full of facts?

<u>Life Skills</u>

In Maths we will be continuing to learn the time. Can you find the clocks around your house and begin to practise telling the time. We will be focussing upon o'clock, half past, quarter past and quarter to.

DT

In Design Technology, we will be learning how to make a lever and a slider. Can you have a look around your house to see how many examples of levers and sliders you can find? Can you take a photo of them?

<u>RE</u>

In RE, we will be learning about the Hindu religion.

Could you research a Hindu god of your choice, draw a picture of it and write a fact underneath.

<u>PSHE</u>

In PSHE, we are looking at relationships. We will discuss our relationships/families and how other people may have a family that is different to ours. Can you draw a picture of your family and colour it?

ICT

In ICT we would like you to remember our coding learning from last half term. Log in to Purple Mash to find your coding '2 Do'. Can you follow the instructions to make the plane move?

YEAR 2 SUMMER 1 LEARNING

THIS HALF TERM, YOUR CHILD WILL LEARN...

History: Key Knowledge

- To move people or goods from place to place Aucrafts are used for many different reasons. or by the emergency services and the
- balloons, gliders, fighter jets, biplanes and many Aurorafts include aeroplanes, helicopters, hot air
- Leonardo Da Vinci designed the first flying machine called The Ornuthopte' however, he never managed to build it.
- The first successful aeroplane flight was made in America by the Wright brothers in 1903.
- The first all British powered flight took place on Walthamstow Marsh in 1909.
- Amella Earhart became the first woman to fly across the Atlantic Ocean in 1928.
- Bessie Coleman was the first African-American woman to become an aviator in the 1920's.
- Sur Frank Whittle invented the turbo jet engine. This allowed planes to fly higher, faster and further than ever before.



- Seeds and hulhs can all look different and grow into different plants.
- Plants can grow inside or outside if they have the correct conditions.
- Seeds are planted in soil because soil has water and nutrients for the seed to germinate.
- When the seeds puts out a shoot and begins to grow, it is called germination.
- Plants needs water to make food. This is called photosynthesis. Without water, the plant will wilt and die.
- leaves turn sunlight into food. This is also part Green plants need light to help them grow. The of photosynthesis. Without light, a plant may not grow or die.
- affects how quickly or slowly the plant grows. plants turns light and water into food. This The temperature can affect how quickly the
- Some plants can flower or produce a berry.



Imelia Earhart

Design and Technology

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Key Knowledge

- A mechanism is a part that makes something work.
- Mechanisms are all around us! Most objects that help us in our lives are made up of different mechanisms.
- Sliders help things move from side to side and up and down. A drawer is an example of a slider.
- Levers have a fulcrum (a fixed point) curve. A seesaw is an example of a which makes a lever move in a lever.
- Levers and sliders should move smoothly.
- Levers and sliders can be made out of card, lollipop sticks or another firm material.





