Year 2 Curriculum Summer Week 3

To do throughout the week			
Wellbeing 'Thought for the day'	Question: Can I think myself happy? Does focusing on happiness make you happy? Is it possible to "think" yourself into being happy all the time by positive thinking? Activity: Keep a happiness diary: Record one thing every day that made you happy Notice how it makes you feel and behave.		
Daily Exercise	Keep active! Make sure you do something active each day. Maybe do the exercises <u>here</u> .		
The Great 8	The Great 8 are fun challenges suitable for the whole family. See below.		

Here are the curriculum activities for the week. You can do in any order you choose. Try to do these this week as next week's activity will follow on in each subject.

	Life cycle of an animal		
Science	Complete this <u>quiz</u> to test your knowledge from last week about animals and their		
	offspring.		
	Watch the lifecycle of an animal <u>clip</u> .		
	 Choose one lifecycle to create out of the three options provided below. Either cut and 		
	paste OR draw your own lifecycle to show each stage	•	
History	What was school life like 50 years ago?		
	• Watch this interesting interview to find out what school life was like for someone who went		
	to school 50 years ago.		
	Look at the images below to see what it looked like to go to school 50 years ago.		
	 Answer this question: Would you rather go to school in the 50 years ago or now? Explain your answer using examples. 		
	All About Europe – Human Features		
Geography	 Look at the map below to see how many countries make 	up the continent of Europe. Can	
	you count them to see how many there are? Which is the biggest? Which is the smallest?		
	• Look at the images below of different famous landmarks around Europe. Can you name		
	any of them?		
	Choose one of the famous landmarks and create a poster/fact file or leaflet about this		
	landmark.		
	Jumping in different ways	Support: Different ways of taking-off & landing:	
	Warm up – <u>watch video</u>	Two feet to two feet	
PE	Activity 1 – Explore jumping using different ways of taking-off and landing. See Support . <u>Watch video</u> .	One foot to the same foot	
	Activity 2 – Jump around your diamond using different ways	 One foot to the other foot One foot to two feet 	
	to take-off and land. <u>Watch video</u> .	Two feet to one foot	
	Activity 3 – Compete in a jumping competition. Jump, mark		
	and beat your distance! <u>Watch video</u> .		
	Naming Colours		
Languages	 Listen to the story 'Pop mange de toutes les couleurs' 		
	• Use the attached template or draw your own 'dinosaure' and label 11 colours in French.		
	Check the colours and spelling. Check here for: <u>Colou</u> Gustav Klimt	Urs in French	
	 What is a pattern? See Support sheet. 		
Art	 Look carefully at the painting of Adele Bloch Bauer and draw the lines and shapes that 		
	you can see. Can you see any patterns in the painting?		
	 Design a pattern using shapes, colours lines and details. Please see support shee 		
	for help if needed.		
Music	Water song & Exploring Pulse		
	 Listen to the song Water, Food, Rest and Exercise. (we 		
	 With a saucepan and a wooden spoon tap the Pulse of the music and then tap the dual tag of the same 		
	rhythm of the song.		





Summer Week 3			
1. To talk about	Would it be better to go into the future or the past? Why?		
2. To do	Jump as many times as you can in a minute Try and beat your record every day this week		
3. To investigate	What happens to your sense of taste when you hold your nose?		
4. To find out more about	A monarch		
5. To design	A banquet for a King or Queen		
6. To learn	To identify three or more types of tree Think about their shape, the shape of their leaves, bark.		
7. To draw	The view from your window		
8. To create	A small model of your bedroom or a room in your home Use a cereal box/shoe box, household materials		

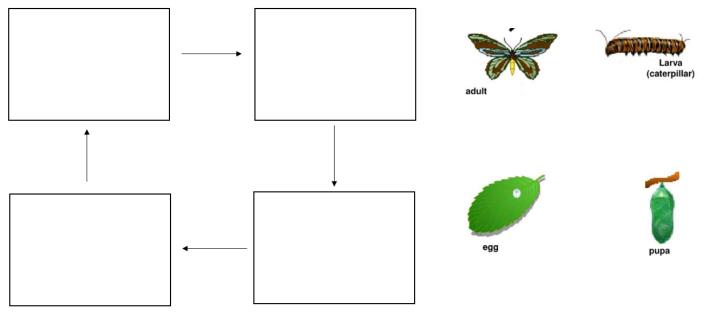


Life cycle of a chicken



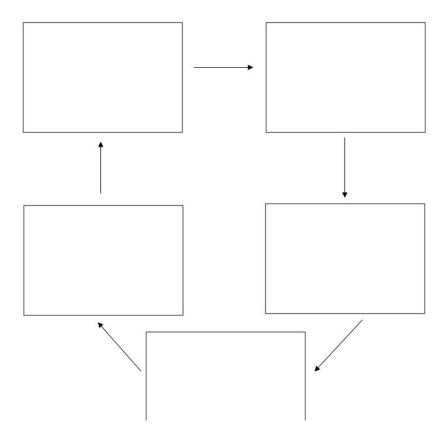
Resources

Science:





Life cycle of a human













History:





History support: Write the number for each picture into the correct part of the table.

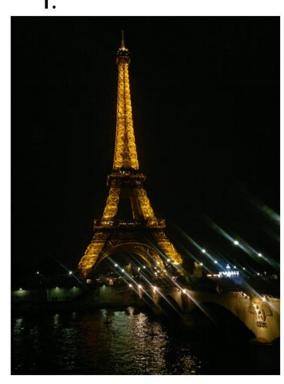


Geography:



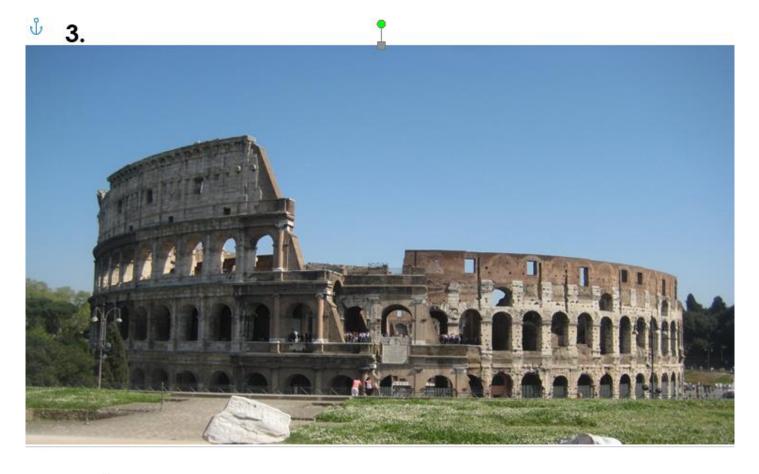


Famous landmarks: 1.









4.







6.









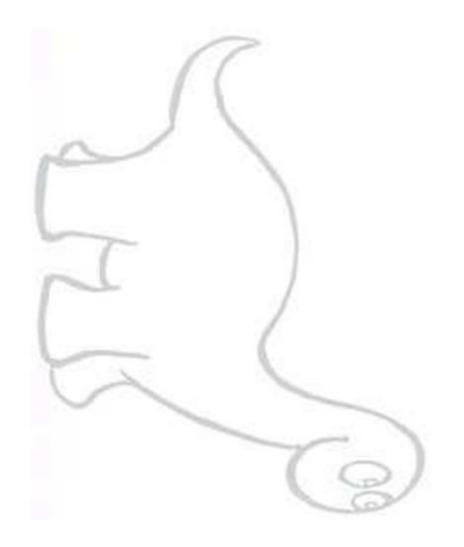
Names of famous landmarks :

- 1. Eiffel Tower (Paris, France)
- 2. Leaning Tower of Pisa (Pisa, Italy)
- 3. Colosseum (Rome, Italy)
- 4. Big Ben and Houses of Parliament (London, England)
- 5. Acropolis (Athens, Greece)
- 6. Brandenburg Gate (Berlin, Germany)
- 7. Stonehenge (Wiltshire County, England)



Languages





Art support Ks 1 Sheet 1 Patterns Inspired by Gustav Klimt

What is a pattern?

A pattern is when something repeats again and again.

- Try making a sound, then make it again, and again, and again. That is a pattern.
- Name a colour, then a different colour, then the first colour again, then the second colour again.
 For example: Red Blue Red Blue Red Blue.

For example: Rea Blue Rea Blue Rea B

Make a shape pattern:



Make a pattern with shapes and colours:



• Try putting one shape on top of another to make layers.

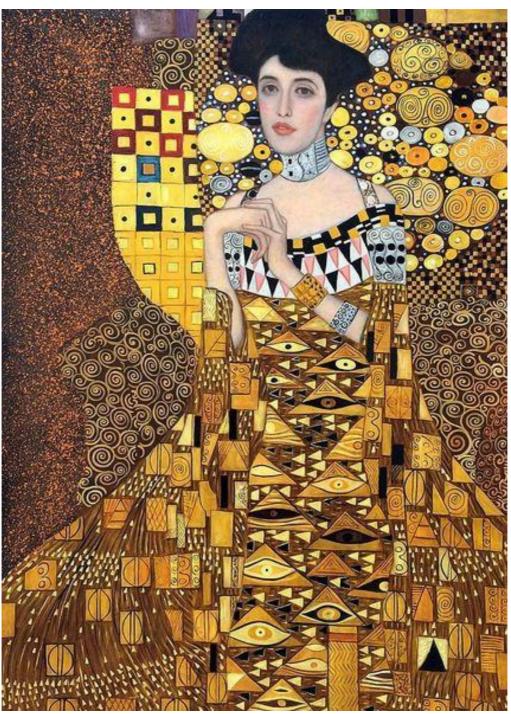


Can you see any patterns in these artworks ?





These children added lines and dots to make the shapes more interesting, we call that DETAIL.



This a painting by an Austrian artist called Gustav Klimt (1862-1918).

ACTIVITY

What kinds of lines, shapes and patterns can you see in this painting? Can you see that Klimt has painted some shapes on top of others in LAYERS.

- Draw some of the lines, shapes and patterns that you can see. See Sheet 3 for support
- Design your own pattern, you could look around your house for patterns for some ideas.
- See if you can layer shapes and add DETAILS to make your shapes interesting
- Sheet 3.

• If you don't have coloured pens, crayons or paint, you could cut out coloured paper and stick other smaller shapes on top and draw on details.

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