

## Why Time—A Famous Scientist

- **Carl Linnaeus** is famous for sorting all living things into groups. To do this he had to ask lots of questions and play a giant game of Who's Who?
- **Print off the Who's Who character sheet(s) and play a game with your family.**
- **What questions did you have to ask? *Top tip: The best question to ask each time will try to split the big group into two groups of about the same size. For example in a class you might ask 'Is the person a girl?' to split the whole class into two groups.***
- **Look at the example of a classification key for identifying Liquorice Allsorts. Like in the game of Who's Who? It uses Yes/No questions to identify each sweet.**
- **Choose 6 characters from the Who's Who game that you played and make a classification key that could be used to identify each one.**



## Useful websites

- [Tynker](#)—learn to code

# Year 2 The Wind in the Willows

## Home Learning Project

## Computing

- For the next coding tasks we will use a platform called **Tynker**. This is available on the web or as an app.
- Log in to Tynker and complete **Lesson 1** (to get used to Tynker) and **Lesson 2** (starting to design games).
- **Please see the email that has been sent home to explain how to log in to your lessons.**

## Art

- **Andy Goldsworthy's** nature art sometimes uses **continuous lines**. We can see this in the video from last week too.
- **Make your own natural line art.**



What will you use? Perhaps you could make a 'rain shadow' using a watering can or maybe a long looping line of grass.

## RE

- **Choose a story** from one of the special religious books that you found out about last week.
- **What's the story called? Which religion is it special to? Explain what happens in this story.**
- **Write 5 thoughts** that you have about the story. Start each sentence 'I wonder (if/what/how/why etc)'