Home Learning - Year 2

This Week's English Tasks

WC - 13th July 2020

So, it's the last week of term. Wow! For English this week I have given you a set of fun activities to practice some of the different things that you have learned this year. I hope you enjoy doing them!

Spelling – Suffix Fortune Teller

Cut out and follow the instructions to create your summer suffixes Fortune Teller. Play the Fortune Teller game to create your suffix words. Then, write a sentence using your suffix word. How many sentences can you write?

E.g. If you play the game and choose the '-ing' suffix, then you are told to 'Add to the word swim'. So your suffix word is 'swimm**ing**', your sentence might be, 'How I love to go **swimming** in the summer sun!'



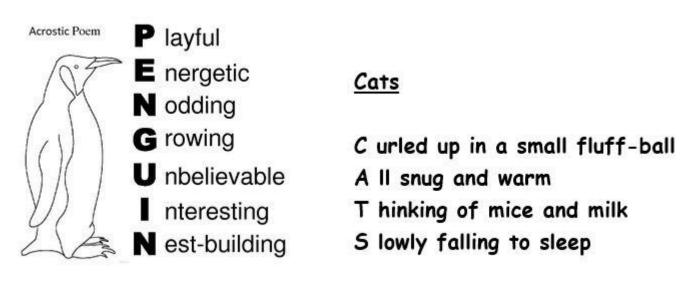
Activity 1 – My own animal

- Create a picture of an imaginary animal by either visiting Switch Zoo (here. There is also a limited free version of the app for Android and Apple) or by cutting out parts of animals from printed pictures and sticking them together to make a collage.
- Write a fact sheet about your animal.
 - What's its name?
 - Where does it live?
 - What type of habitat does it live in?
 - What does it eat?
 - Any other interesting facts about the animal.



Activity 2 – Animal Acrostic Poems

An acrostic poem uses the letters in a word as the first letter of each new line. Here are some examples:



T OTALLY
U NHURRIED, YOU
R ATHER LIKE
T O BASK
L AZILY,
E NCASED IN SUMMER



• Write an acrostic poem for an animal of your choice. It could be anything, even your own imaginary animal from activity 1!

Activity 3 - Reading - Making a Gingerbread Animal

Ingredients

350g plain flour

100g softened butter

5 teaspoons ground ginger

1 teaspoon ground cinnamon

175g light brown sugar

4 tablespoons golden syrup

1 egg

Currants and/or icing to decorate

Method

- 1. Preheat the oven to 180°C.
- 2. Put the flour, butter, ginger and cinnamon in a bowl and mix together.
- 3. Add the sugar, golden syrup and egg. Stir until it forms a soft dough.
- 4. Roll out the dough to about 5mm thick.
- 5. Use gingerbread man cutters to cut out the shapes.
- 6. Place the gingerbread men onto a greased baking tray.
- 7. Bake for around 15 minutes, until golden.
- 8. Decorate with currants and/or icing.



- Read and follow the recipe instructions to make gingerbread biscuits.
- Use an animal cutter or cut out animal shapes with a knife (ask an adult to help with this).
- Decorate your biscuits to look like animals.
- Eat and enjoy!

Activity 4 – What's the story?

What is happening in this picture? How did they grow to this size do you think? Did it happen quickly? Have the creatures stopped growing?

- How did it happen?
- How will the man keep them as pets now?
- What are the benefits/problems with having such enormous pets?
- Is there a way for the man to restore his animals to their original size?

Write your own story. What type of story would you like it to be? An adventure? Something funny? Or maybe a scary story?

Make it interesting (remember your writing tools!) and illustrate it. Maybe you could make it into a book and design a front and back cover.

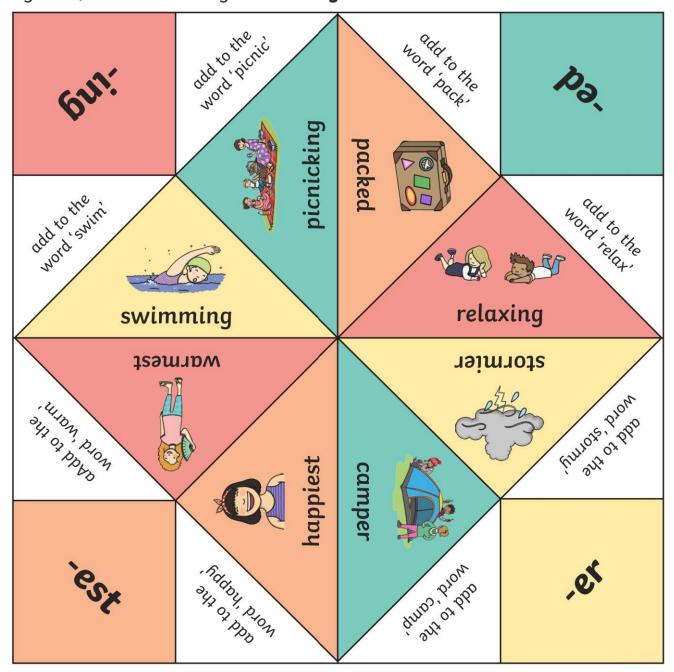
Have fun!



Summer Suffixes Fortune Teller

Cut out and follow the instructions to create your summer suffixes Fortune Teller. Play the Fortune Teller game to create your suffix words. Then, write a sentence using your suffix word. How many sentences can you write?

E.g. If you play the game and choose the '-ing' suffix, then you are told to 'Add to the word swim'. So your suffix word is 'swimming', your sentence might be, 'How I love to go **swimming** in the summer sun!'





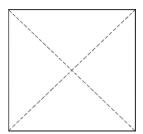


Year 2 Summer English Activity Booklet

Summer Suffixes Fortune Teller

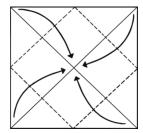
Instructions

1



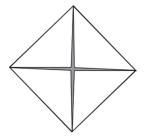
With pictures face down, fold on both diagonal lines. Unfold.

(2)



Fold all four corners to the centre.

(3)

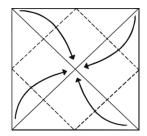


Turn paper over.

7



4



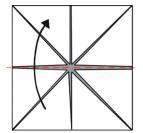
Once again, fold all corners to the centre.

(5)



Fold paper in half and unfold.

(6)



Fold in half from top to bottom. Do not unfold.

Slide thumbs and forefingers under the squares and move the fortune teller back and forth to play.



