

Key Stage 1 Home Learning- w/c 29.06.2020

Daily activities:

English worksheet	Maths video and worksheet	Phonics and Spelling activity	TTRS and Numbots	PE session	An activity from the choices below.
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This week's themed learning is based around our new *Marvellous Maps* topic

History

Cities and towns have changed a lot over the years. The same has happened to houses. Do you remember what houses were made of before the Great fire of London in 1666? Are houses still made out of the same materials? Look at these pictures and paintings from houses today in Hyde and before 1666 in London. Write a list explaining the similarities and differences.

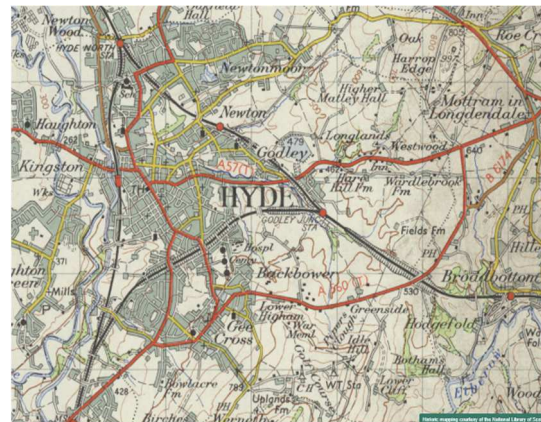


Computing

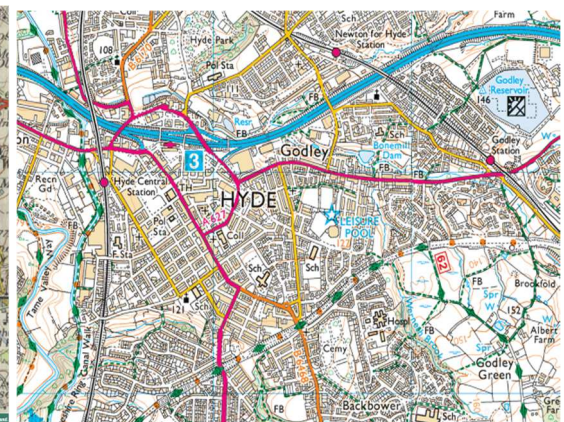
Geography and History (Larger maps attached below)



Hyde 1890s



Hyde 1950s



Hyde today

Here are maps of Hyde through the ages. Look at how the maps are different but also the area of Hyde. Can you spot any similarities or differences? Are there more or less houses? Is Hyde bigger or smaller than the past? Can you see any names of places or parts of Hyde that you are familiar with?

Create a small paragraph noting all the similarities and differences you can see.

English

Using [Collins online dictionary](#), can you define the following words?

familiar, household, region, area, represent, skill, suggest.

British Values – Individual Liberty

Use a search engine to search what Individual Liberty means.

Can you explain this in your own words?

Complete the quiz about the Great Fire of London set as a 2do on Purple Mash.

Sports Day

With just this pack and a few household items you'll be all set to run your own sports day, wherever you are. Here are some suggested activities but you are free to chop and change them to suit your situation.

If you are confused by any of the descriptions visit our YouTube channel(www.youtube.com/2SimpleTV) to see videos of all the events.

Find the activities attached below.



DI

Strong shapes

You will need: Toothpicks, jelly sweets (midget gems work well!)

Make a variety of shapes, such as a square or a triangle, from the sweets and toothpicks by placing one sweet in each of the corners. Press the sides and corners of each of the shapes.

Which shape is the strongest?

Which shape do you think would be best to use to construct a building?

Sticky knowledge: *Remembering our previous learning*

History – Significant Events

- The Great Fire of London. Do you remember when it happened? Can you remember what happened? Refresh your memory here: <https://www.bbc.co.uk/newsround/37222884>

Art – Significant Artist

- Pablo Picasso – do you know any of his famous paintings? Refresh your memory here: <https://www.bbc.co.uk/bitesize/clips/zdfgkqt>

Science – Significant scientists

- Charles Macintosh: do you remember what he made? Why is it important? Find out here: <https://www.britannica.com/biography/Charles-Macintosh#ref141461>

Choose three activities from the spelling board below.

ee → **Word Study**
CHOICE BOARD

Triangle Spelling 	Abc Order Write your words in ABC Order	Rainbow Spelling Write your words six each with different colors	Color Code Write the Vowels Blue and Consonants Red
Silly Sentences Write each word in a silly sentence.	Silly letters Write each word using crazy letters.	Backwards to Forwards Write each word backwards and then write it Forwards sged dogs	Type your Words If available, Type your words on the computer or other device.
Context Clues Write a detailed sentence with each word	Bubble Letters Write each of your words using bubble letters.	Dictionary Dig Look up 10 of your words in the dictionary and write the definition.	Picture Perfect Write the word and draw a picture to represent it.
Ghost Words Use a white crayon to write your words. Color over with a marker.	Follow the Swirl Draw a swirl line. Write your word over and over along the line.	Rhyme Time Write each word and write a word that rhymes with it.	Code Creation QUICKLY assign each letter of the abc's a number then write each word and write the code.
Spell and Tell Write each word 3x and whisper each letter as you write.	Michelangelo Tape your paper on the bottom side of your desk. Lay on the floor and write your words 3 times each. Your arms will get tired!	Wrong Hand Use the opposite hand you write with, to write each word.	Teacher Choice

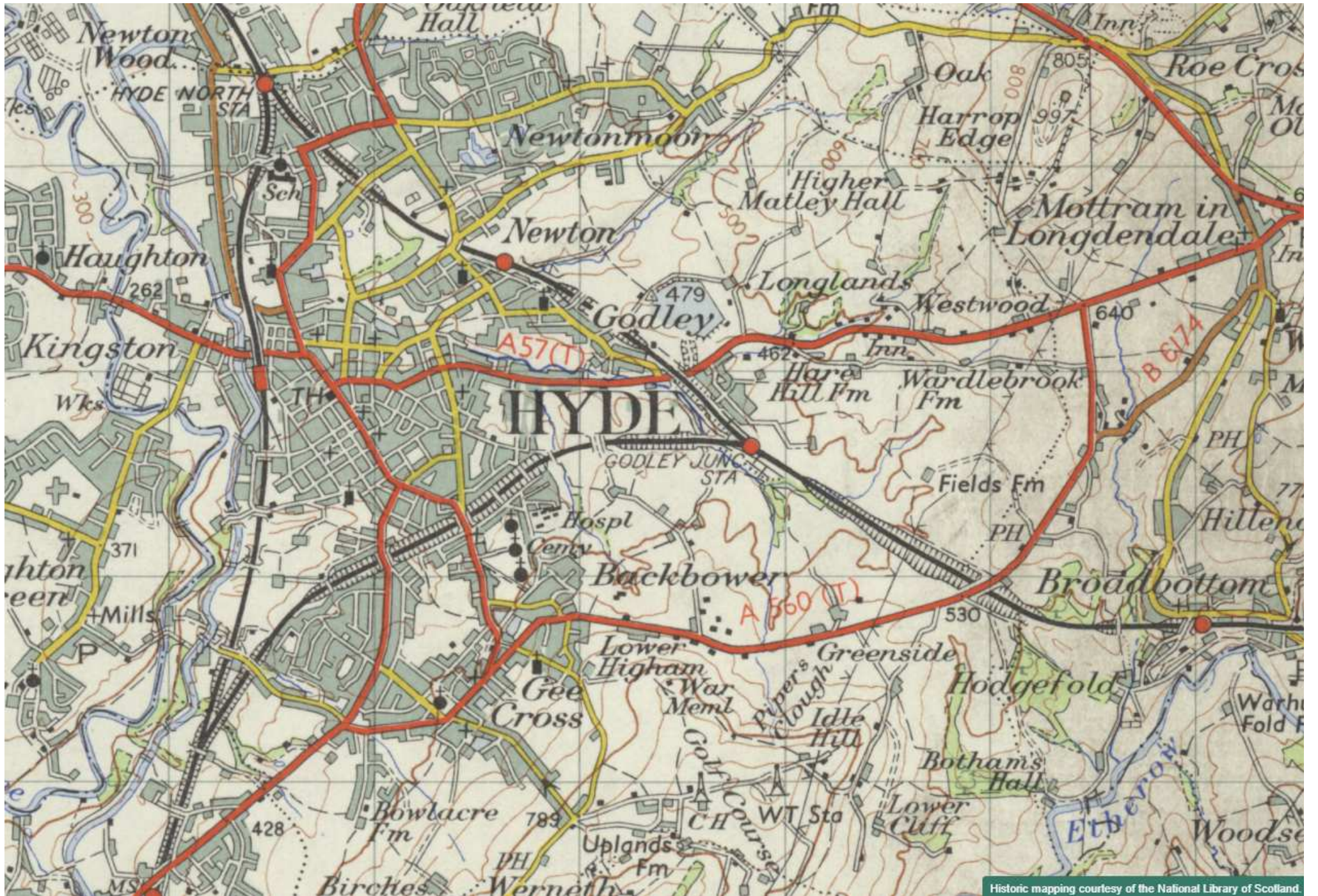
Year One Spellings

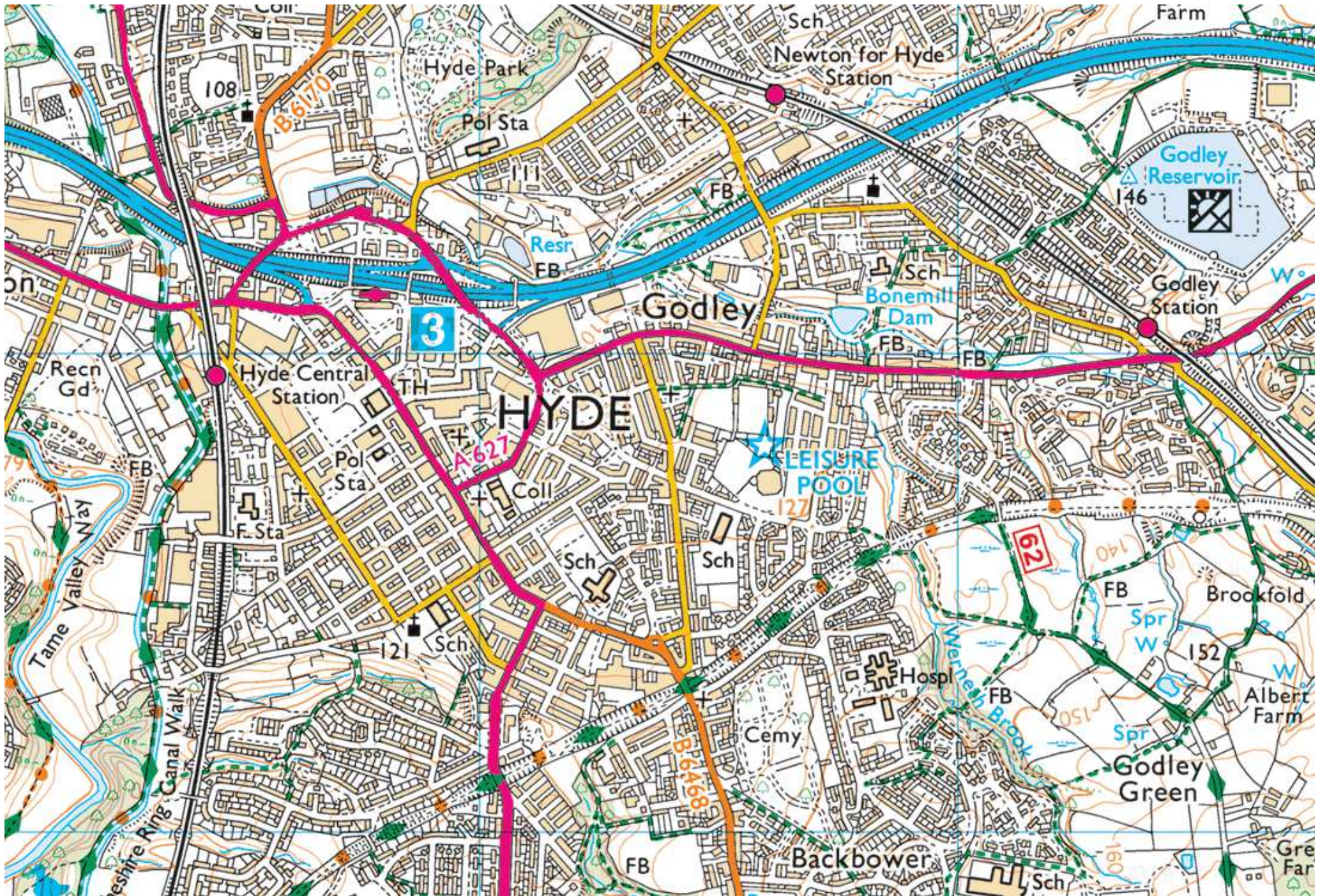
Air fair
 pair hair
 chair bare
 dare care
 share scared

Year Two Spellings

key donkey
 monkey chimney
 valley want
 watch wander
 quantity squash







Sports Day Activities

Name	Sprints
Equipment	<ul style="list-style-type: none"> Two markers: Can be literally anything
Description	Create a track by laying markers at the start and end. You can make the track as small or large as you like. Each contestant has 60 seconds to run as many lengths (there and back) of the track as they can.
Scoring	1 point is awarded for each full length (there and back)

Name	Standing long jump
Equipment	<ul style="list-style-type: none"> One marker A tape measure
Description	Place a marker on the floor with empty space in-front of it. The contestant stands level with the marker and jumps forward. They should take-off and land on two feet. If they fall over when they land, they take their turn again until they land on two feet.
Scoring	1 point is awarded for each 10cm jumped. Use the tape measure to measure from the marker to the back of the contestant's foot (the nearest part of the foot to the marker).

Name	Target practice
Equipment	<ul style="list-style-type: none"> One marker A target container: Bucket, large saucepan, washing up basin, etc. Throwables: Small beanbags, balled up socks, or anything throwable that isn't too bouncy.
Description	Place a marker on the floor and then place the target container in-front of the marker at a distance of your choosing (the further the distance the harder the challenge). Place the throwables next to the marker. The contestant has 60 seconds to get as many throwables into the container as they can. If they miss the target container, they move to where the throwable landed and take their next shot from that position. Once they get the throwable into the target container they move back behind the marker and pick up the next throwable. Once all three throwables are in the container the contestant can retrieve them and keep playing until the timer runs out.
Scoring	1 point is awarded for each throwable landed in the container.

Name	Egg and spoon race
Equipment	<ul style="list-style-type: none"> Your sprint track from the first event A spoon (big enough to hold an egg) Hardboiled egg or alternative item
Description	The contestant starts behind the first marker holding an egg balanced on a spoon. They have 60 seconds to complete as many lengths of the track as they can. If they drop the egg, they need to rebalance it on the spoon and start again from the position the egg dropped.
Scoring	2points are awarded for each full length.

Name	Assault course
Equipment	<ul style="list-style-type: none"> Random objects of your choosing
Description	Create a safe assault course using random items of your choosing. For example, you could have a duvet they need to crawl under or flowerpots that they walk across like steppingstones. Be as creative as you can, but make sure it is safe. The contestant has 60 seconds to complete as many circuits of the of the assault course as they can. When they get to the end they run back around to the start the next circuit.
Scoring	2points are awarded for each full circuit.