

Key Stage 1 Home Learning- w/c 06.07.2020

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

Hyde has been an important place for sport in the local region. The Hyde Seals water polo team and swimming club won many championships in the early 1900s.



Hyde Seals Swimming Club Team

Use these links to find out more about Hyde Seals in the past.

[Link 1](#), [Link 2](#). Can you find out when they won the championships?

Hyde has played an important role in other sports too such as Football, Boxing and Cricket. Use this [link](#) to find out more about Hyde sports and sportsmen. **Create a list of facts about sports in Hyde.**

Computing

Geography (Larger maps attached below)

Here are two different maps of the same area of the world. One is a pictorial map that usually is for young children and includes animals, people or buildings to indicate what might be found in different places. The other is a regular map. Can you identify which one is the pictorial map?



Task 1: Write a list explaining the similarities and differences you can locate.

Task 2: Which one do you think is a better representation of this area of the world? Why?

Task 3: Look at the first map. What do you notice about the pictures on it? Do you think this is the real size of these animals? Can a seal be as big as the UK?

English

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

pictorial, indicate, regular, represent, local, region, championship.

British Values – Rule of Law and Fair Play

Use a search engine to search what rule of law and fair play mean.

How can we use the rule of law and fair play when we are playing sports or games? Create a poster about showing the above while playing sports.

Describe the rules of a sport. That has been set as a 2do on Purple Mash.



Sports Day Part 2

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.



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Bridging the gap

You will need: 4 or 6 books (to make two stacks of equal height), card, scissors, lots of pennies or small weights

Make two stacks of books of the same height and make sure they are about 10cm apart. Lay one piece of card across the books and measure how many pennies it can hold before it collapses.

Try this experiment again and try different techniques to strengthen your bridge. You can try folding your card in half, pleating your card, or you could even make an arch. You can do this by cutting two slits into the edges of your card, pushing the flaps under the edge of your book

covers and pushing the books together slightly.

How many pennies can the strongest bridge hold?

Sticky knowledge: Remembering our previous learning

History – Significant People

- Neil Armstrong. Do you remember who he is? What did he do? Refresh your memory here:

<https://www.bbc.co.uk/bitesize/articles/zj93bdm>

Art – Significant Art

- Kente cloth – do you remember what these are? Refresh your memory here: <https://kidworldcitizen.org/ghanian-kente-cloth-kids-art-project/>

Science – Significant scientists

- Sir Joseph Banks: do you remember why he is it important? What did he study? Find out here:

https://kids.kiddle.co/Joseph_Banks

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. <i>sgod dogs</i>	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 swirly 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 six 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

very happy
 funny party
 family sketch
 kit skin

Year Two Spellings

word work
 worm world
 worth war
 warm towards





Sports Day Activities Week 2

Name	Clock Jump
Equipment	<ul style="list-style-type: none"> • 4 markers
Description	Lay out 4 markers at the 12, 3, 6 and 9 positions of a clockface (each roughly 3 feet from the center point). The contestant starts stood in the center of the markers. Once the timer begins, they must jump towards each marker and back. So, for 12 they jump forwards and then back, for 3 they jump right and then left, for 6 they jump back and then forwards, and for 9 they jump right and then left. Once they get round to the 12 they start again, completing as many rotations as they can in 60 seconds.
Scoring	2points are awarded for each full rotation of the clock.

Name	Bottle flip
Equipment	<ul style="list-style-type: none"> • An empty plastic 500ml water bottle • A table
Description	Put roughly 125ml of water into the bottle and screw the cap on tightly. The contestant must try and flip the water bottle onto the table, getting the bottle to land upright. The have 60 seconds to complete as many landings as they can. If the bottle doesn't land upright just pick it up and try again.
Scoring	2points are awarded for each completed landing.

Name	Dizzy divas
Equipment	<ul style="list-style-type: none"> • Your sprint track from the first event • A stick: Short broom, cricket bat, etc.
Description	The contestant starts behind the first marker. They put the stick to their forehead and then (looking down) complete 10 full 360-degree rotations. Then they must run to the second marker and back. Once back they complete another 10 rotations before setting off again. They complete as many lengths of the track as they can in 60 seconds.
Scoring	3 points are awards for each full length.

Name	Sack Race
Equipment	<ul style="list-style-type: none"> • Your sprint track from the first event • Sacks: Pillowcases, bin bags, or alternative
Description	The contestant has 60 seconds to complete as many lengths of the track as they can, with their feet inside the sack. They use two footed jumps to move forward.
Scoring	2points are awarded for each full length.

Name	Dance-off
Equipment	<ul style="list-style-type: none"> • A space to dance • A music player
Description	Each contestant must plan and perform a 60 second dance routine. It can be to any music and in any style they choose. In turns the contestants perform their dance routines for each other.
Scoring	3 points are awards for each 20 seconds performed (maximum 9 points).