



## Year 2 Retrieval Challenges




We have given you 10 activities to choose from and would like you to complete any 7 of these over the Autumn 2. All the activities are designed to help children recap on their learning from Summer term 2 (Year 1). This will help children to retain the knowledge in long-term memory. We are sure that you will put in a lot of effort for each piece and you will enjoy presenting your homework to the rest of the class, sharing all your hard work. Each activity is worth a different amount of dojo points. As you complete the activities please bring your homework into school – one per week (Please bring your homework in on a Thursday)

### Compulsory tasks:

Reading 15-20 minutes everyday

Spellings based on the test which will take place every **FRIDAY**

<p style="text-align: center;"><b>English</b></p>  <p>Choose one of your favourite stories. Can you be an author and write it again it again to tell it in your own words? Remember to use your Fred Talk to help you sound out and spell the words. Maybe you could draw pictures to help you remember the story.</p> <p style="text-align: center;"><b>15 dojos</b></p>	<p style="text-align: center;"><b>Maths</b></p> <p style="text-align: center;"><b>Fractions picnic</b></p> <ol style="list-style-type: none"> <li>1. Choose your picnic food, you can draw it, use real food or cut out pictures from magazines. Ideas, sandwiches, cake, fruit, pizza, biscuits</li> <li>2. Share it out. Share some food into halves Share some food into quarters.</li> <li>3. Can you take photographs and share on class dojo of your halves and quarters picnic? Or maybe you can draw your halves and quarter picnic. You can share with</li> </ol>	<p style="text-align: center;"><b>History (Styal Mill- Cotton History)</b></p> <p style="text-align: center;"><b>(Research)</b></p> <p style="text-align: center;"><b>My Day at Styal Mill- Comic Strip</b></p> <p>Pretend you are a child working or visiting Styal Mill a long time ago. What might happen in your day? What can you see? Hear? Smell? How you feel?</p> <p>Draw 6 boxes on a piece of paper- big enough for you to draw/ write in. In each box on your comic strip, draw a picture of what happens throughout your day. Write a short sentence or speech bubble to go with your picture. (It's still dark, time to get up!, The machine is so loud) Include details in your comic strip- see below for some ideas.</p> <p>(Things to think about: working on noisy machinery, waking up very early, walking to the mill, carrying heavy cotton, eating lunch in the mill yard, the smell of cotton, clanging and whirring of</p>	<p style="text-align: center;"><b>RE (What makes a sacred place)</b></p>  <p>Draw or make a model of your own special place (e.g. a bedroom, a garden, a place of worship). Label it and write why it is special to you.</p> <p style="text-align: center;"><b>5 dojos.</b></p>	<p style="text-align: center;"><b>Science (materials)</b></p> <p>Go on a material hunt around your home. Find 5 different objects made of different materials and list what they're made from.</p> <p>Extra challenge: Can you write about why they are made from that material?</p> <p style="text-align: center;"><b>10 dojos</b></p>
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	<p>someone in your family or you can pretend you are having a teddy bears picnic and share with your teddies. <b>(10 dojos)</b></p>	<p>machinery, big spinning wheels, being very tired at the end of the day) <b>15 dojos</b></p>		
<p><b>Art/DT(Clarice Cliff)</b></p>  <p>Create your own Clarice Cliff style plate design using bright colours and bold shapes. Use paper plates if you have any!</p> <p><b>10 dojos</b></p>	<p><b>PSHE(Growing and Changing)</b></p>  <p>Bring in or draw a picture of you as a baby and write or draw about 3 things that have changed about you since you were a baby.</p> <p><b>5 dojos</b></p>	<p><b>Music(use your imagination)</b></p>  <p>Use your imagination to create a sound story. Think of a story: Imagine an adventure for example: going to the jungle, flying to the moon or exploring under the sea. Decide what sounds you will need in your story e.g. drum for animal footsteps, shakers for leaves rustling, tapping a pot for a spaceship, swishing with scarves for waves, tapping for raindrops (use your voice and what you have in your house if you don't have instruments) Your Grown up could read the story and you play the sounds at the right time or you could be the story teller and musician at the same time!</p> <p><b>10 dojos</b></p>	<p><b>PE (Net and Wall and Ball Skills)</b></p> <p>Can you make up your own target throwing game?</p> <p>Practise using your under arm throw to aim at different targets.</p> <p>Remember to put your opposite foot forward when aiming if you can.</p> <p>Maybe you could keep score of how many points you get. You could have different targets for different amounts of points.</p> <p>Who will get the most points?</p> <p><b>5 dojos</b></p>	<p><b>Computing(Lego Builders)</b></p> <p><b>Following a set of instructions in the correct order.</b></p> <div data-bbox="1809 662 2132 917"> <p><b>Algorithm</b></p> <p>Step 1) Paint the <b>beak yellow</b></p> <p>Step 2) Paint the <b>head red</b></p> <p>Step 3) Paint the <b>tummy dark green</b></p> <p>Step 4) Paint the <b>wing dark blue</b></p> <p>Step 5) Paint the <b>tail orange</b></p> <p>Step 6) Paint the <b>legs yellow</b></p> <p>Step 7) Paint the <b>middle of the body pink</b></p> <p>Step 8) Paint the <b>back light blue</b></p> <p>Step 9) <b>Add an eye</b> (instructions at the bottom of the page).</p> </div> <p>On your purple mash account, I have set you a 'to do' your grown up needs to read you the instructions above and you need to colour the bird the correct colours to follow an algorithm.</p> <p><b>5 dojos</b></p>