Year 2 – Learning from Home

If you would like to submit work for marking and feedback, you can upload your work to the year 2 Google Classroom

Year 2 Google Classroom link: https://classroom.google.com/c/MzcyODQ2NzM1NDMy?cjc=kd34yft

Google Classroom Class Code: kd34yft

Epic Reading Code: rmi7715

Additional resources: To support learning from home, there are additional resources for different activities. You will see these listed in the matrix in italics and underlined for your reference. As an example: ** <u>See Week 2 Monday Spelling</u>. These resources can be printed or used as a guide. They have been attached to the school website.

Tips to be safe when participating in sport or fitness activities:

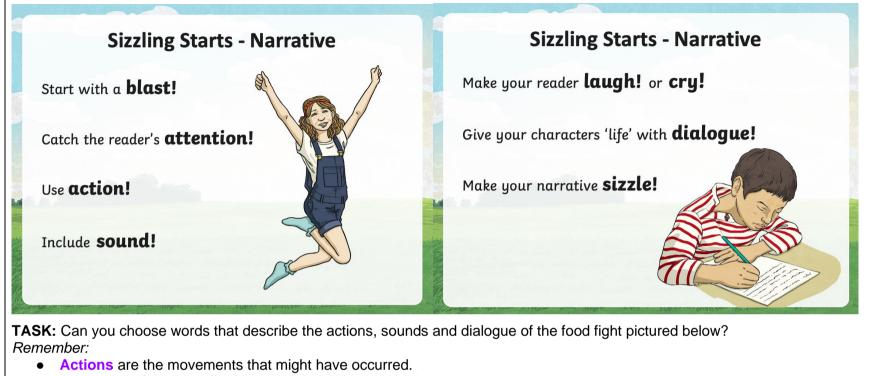
- Find a clear safe space
- Wear your sport clothes and don't forget to check your laces are tied
- Remember to be sun safe and stay hydrated
- Ensure an adult is present and they have checked your area and you are safe and ready to start
- Have fun!

Acknowledgement of Country

We acknowledge the traditional custodians of the land on which we learn and teach, the Wodi Wodi people of the Tharawal Nation. We pay our respect to the Elders, past, present and emerging and recognise their deep connection to Country.

	Wilton Public School Remote Learning Week 2, Term 4
	Year 2
	Monday 11th October 2021
Spelling focus: 'o Spelling words: <u>*</u>	elling we are doing UNIT 27 on Sound Waves. Our Year 2 class code for Sound Waves is: live985 o u' as in book bush. <u>* See Week 2 Spelling Lists.</u> Remember to only write your coloured list words. If you can not coloured list you write you can either ask your teacher through our google classroom platform or ack list words.
Welcome to Wee	:k 2!
Morning sessio	on: ENGLISH
Daily Journal	If you could invent something, what would it be?
Morning Warm Up	Rhyming
	Write a list of words that rhyme with 'cap'. Choose one to draw.

Phonics	This is for students ONLY who require the practise.
	Listen and complete the phonemic awareness demonstration video https://www.youtube.com/embed/8pc_vIDsy04
Spelling	Watch and sing the soundwaves chant (like we do in class) <u>https://www.youtube.com/embed/yM3dMF-Bxuk</u> Can you brainstorm as many words containing the graphemes ' oo u '? As you complete this week's home learning activities, look out for ' oo u ' words that you can add to your brainstorm list.
	Now read your spelling words aloud and write your list words on paper. <u>**See Week 2 Monday Spelling Lists.</u>
	Complete questions 1 and 2 'oo u' ** See Week 2 Monday Spelling Activity Pages
	If you have access to technology you can go to Sound Waves online and play some of the interactive games. Our code for year 2 is at the top of the page https://online.fireflyeducation.com.au/program/soundwaves2
Reading	For today's reading lesson listen we will be reading <i>Pig the Fibber</i> written by Aaron Blabey. <u>https://www.youtube.com/embed/f5sg_zqPcLk</u> Your first activity is to complete the comprehension questions. <u>**See Week 2 Monday Reading Pig the Fibber.</u> Extension: If you are up for a challenge, complete the next activity. <u>**See Week 1 Monday</u> <u>Reading Extension</u>
Writing	Welcome to week 2's first writing lesson! At the end of last week we looked at the orientation of an imaginative narrative text. What we will be focusing on today is SIZZLING STARTERS!! A SIZZLING STARTER is a punchy and exciting opening within a narrative that grabs the reader's attention. Sizzling starts are essential to crafting engaging copy as they drop the reader right in the middle of the action and do not allow them to get bored or stop reading. So let's learn how we can make our orientation SIZZLE!



- Actions are the movements that might have occurred. An example from Miss Eccleston is: she used an over the shoulder throw.
- Sounds are the noises that you may have heard during the scene. An example from Miss Eccleston is: SPLASH as the cake covered her face.
- Dialogue is what one of the characters or people may have or did say during the scene.
 An example from Miss Eccleston is: "cakkkeeee" she shouted.

Use the following worksheet to write down all of your ideas. <u>**See Week 2 Monday Writing Describing.</u>

Remember when using dialogue or speech you need to...



Using Speech

Use a new line for a new speaker and always start new speech with a capital letter.

Use speech marks before and after the spoken words.

Include other punctuation inside the speech marks.

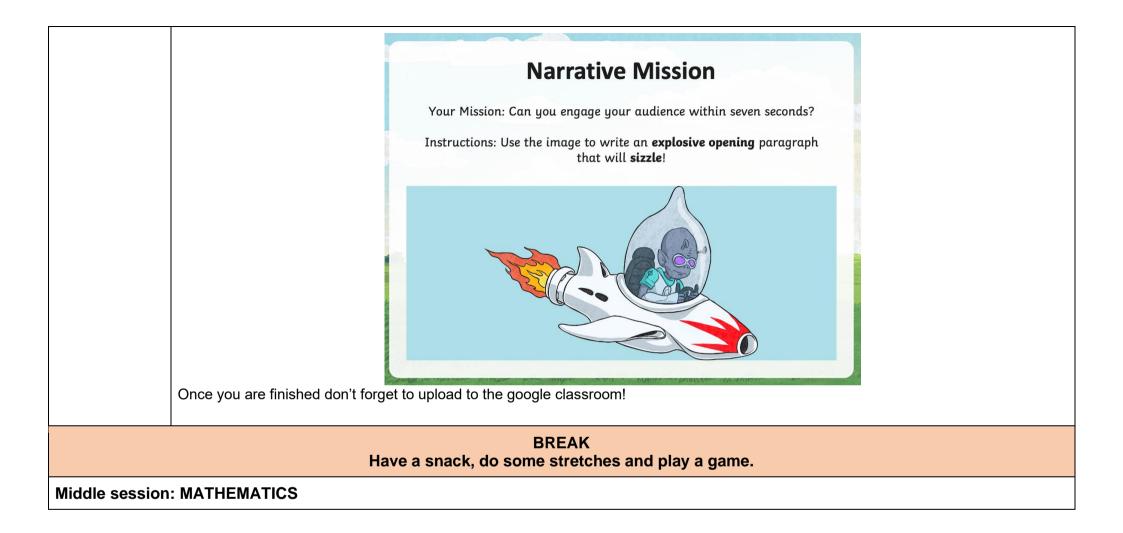
Make sure the reader knows who is talking.

Once you have finished describing actions, sounds and dialogue for the picture I want you to create your very own SIZZLING STARTER.

Miss Eccleston has an example here for you:

Sienna knew what was going to happen as she used an over the shoulder **throw** like she uses in basketball. **"Cakkkeeee"** should Mia as she seen the cake heading towards her face.... **SPLASH** went the cake, as it covered Mia's face.

TASK: Your next task is to use the prompt below to create your own SIZZLING STARTER. The picture and lined paper can also be located <u>**See Week 2 Monday Writing Narrative Mission.</u>



Maths Warm Up	Know Your Numbers
	Write each of the below numbers and make them with MAB Blocks: • two hundred and one • one hundred and fifty-four • seven hundred and sixty-three • three hundred and seventeen • two hundred and eighty-five • one hundred and forty-nine.
Number of the Day	Welcome to this week's number of the day! We will be continuing with 3 digit numbers this week. <u>**See Week 2 Monday Number of the Day</u> Below are pictures from Miss Eccleston showing you how to use each part of the number of the day worksheet using the three digit number 849 as an example. ODD and Even numbers: <u>https://www.youtube.com/embed/uuD5JIrMnAk</u>
	How many ones 9 ones 849 tens 4 tens 849 hundreds 8 hundreds 849 hundreds 9 lace 800 hundreds of the value of Ones place 9 tens place 40 hundreds place 800 hundreds of the value of Ones place 9 tens place 40 hundreds of the value of Ones place 9 tens place 9 tens place 800 hundreds of the value of Ones place 9 tens place 800 hundreds of the value of Ones place 9 tens place 9 tens place 800 hundreds of the value of Ones place 9 tens place 800 hundreds of the value of

	849, 851, 853, 855, 857 844, skip count by 5: 849, 854, 859, 864, 869 What	845, 846, 847, 848, 844 numbers come after , 850, 851, 852, 853, 854 er of the day worksheet (ROL			d
	more than 1 digit you will have to click ROLL once and write that in to your first number (e.g. second write that final number down (e.g to create more than one 3 digit n With the ROLL AND ADD section need to make sure you are addir <i>plus 3 digit plus 3 digit</i> or you con challenging for yourself. For the ROLL AND COMPARE some of the 3 digit numbers you	number down (e.g. first number number = 3, therefore your n g. third number = 1, therefore number. If you are only doing 2 on, you can choose how many ng 3 different digits together. You uld start with a 3 digit plus a 2 use the dice roller exactly the	er = 7), click ROLL again umber so far would be 7 your 3 digit number woul 2 digit numbers just click digits you would like eac ou might like to challeng 9 digit plus 1 digit. You ch	and write that number next 3), click ROLL again and d be 731). Repeat this over ROLL twice. ch number to have, but you ge yourself and add a <i>3 dig</i> u noose what you think is	t it
TEN	Domino Set, mini whiteboards	Domino Set, mini whiteboards	Domino Set, mini whiteboards	Domino Set, mini whiteboards	
	Flip It Students turn over a domino and count how many dots altogether. Partner covers the domino and student subtracts 1 or 2 while visualising dot patterns. Record number sentences	Flip It Turn over 2 dominoes, count each one. Then subtract the smaller number from the larger number by placing the larger number in head and counting backwards. Visualises dot patterns or uses fingers to keep track. Record.	Flip It Turn over 2 dominoes. Double the total of each domino and subtract smaller number from the larger number. Write number sentence on white board	Flip It Sort dominoes into 10's and units – make #'s using 2 sets of dominoes, then subtract.	

Maths (Number and Algebra)	This week we are going to revisit our skip counting and use 'Jump Strategy' to solve addition and subtraction problems. You will need a small whiteboard and marker or pencil and paper to do your work. Today we will start with the addition of 2 digit numbers. • First draw a straight line. (using a ruler will make it easier). Our 2 digit number problem is: $24 + 12$ • start by putting the largest number at the left end of your number line (in this case 24) • What are we adding? 12 • First decide how many tens and how many ones we will be adding - 1 tens and 2 ones = 12 • starting at 24 use skip counting by 10's to add 1 ten or 10- $24+10 = 34$ • Now we add the ones so 2 more - 35 , 36 . • the answer to $24+12 = 36$ 24 + 12 = 36 Watch the following video to gain further understanding of 'Jump Strategy' addition. https://youtu.be/nrCQ6CdBT9M *Now use Jump Strategy to complete the addition activity in the Monday resources *'See Week 2 Monday Maths Jump Strategy	
Afternoon ses		
Creative Arts (Dance)	 Sea Creatures Today we are going to create a dance using the movements of sea creatures. To begin our lesson I would like you to watch 3-5mins of a video clip of fish and sea creatures. I would like you to research this so we all have a different view of the ocean and different types of sea creatures. I googled "coral reef video" for example. On a piece of paper, brainstorm the creatures that you saw and how they move. 	

Warm Up	
Last week we created our personal bubble space. Create your personal bubble now, making sure your bubble can't	
burst by bumping into others or things around you.	
You will now do the following movements, on the spot, (30 secs for each movement) within your personal bubble to	
warm up your body:	
\rightarrow moving through honey	
→ hands and feet are joined by elastic	
\rightarrow you just got out of bed	
\rightarrow there is mud up to your knees	
→ walking across a hot road with no shoes	
→ moving through water	
Movement with music	
I am suggesting this piece of music to do your movements to, but if you have some music of your own that makes	
you think of the ocean or how creatures move in the ocean, then you can use that. "The Aquarium - saint Saens" is	
a beautiful piece of music to use	
 Using appropriate music, move around your space exploring high, medium and low levels imagining you are creatures that live in the ocean. 	
 Try being different creatures at different levels eg; a cuttlefish on the floor, a shark at the surface and then diving to get a fish or a clownfish darting in and out of a sea anemone. 	
 After trying a few different types of creatures choose your favourite one. 	
Create a movement pattern	
 Using the creature that you like the most, create a movement pattern to the music. 	
 Choose 3-4 movements that your creature does and repeat your pattern several times. This is your very own 	
sea creature dance.	
 If you can, teach it to someone else and video your dance pattern for everyone to learn. 	
I look forward to seeing what amazing dances you create :)	
YAY! IT'S THE AFTERNOON :)	
TAT: IT O THE AFTERNOON .)	

Wilton Public School Remote Learning Week 2, Term 4
Year 2
Tuesday 12th October 2021