

Class 2 Homework – Summer 2 Choose one box a week to complete up until the end of term. Please share what your child has done by messaging their teacher on Class Dojo or adding to their Dojo portfolio.

Maths – Mass and Capacity

Watch the video <https://www.bbc.co.uk/teach/class-clips-video/maths-ks2-capacity-and-measure/z7gkqp3>

And have a go at answering the questions.

Alternatively, you could have a go at following a recipe using measurements in ml and g. What could you make?



Science-Sound

In Science we will be learning about sound. Try this experiment to see how different amounts of water change the sound the glasses make. Can you explain to your grown up WHY the sound changes?

<https://www.fleet.org.au/blog/musical-glasses>



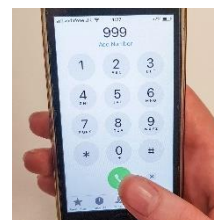
PE – All of you have taken part in the Playmakers training with Mr Hill. Can you create a game that you could play at home with your family? It could be twist on a game you already know or something new. Decide on the rules and the aim of the game. Get the equipment you need and have a go!



Computing- We are learning about programming and coding. Log in to school 360, go to Resources, Busy things, Age7-9 and you should see a pin at the top of the page labelled homework – click on it and complete the activity; Path of Peril!



PSHE – We are learning about keeping safe this half term. Have you ever had a conversation with your grownups about what you should do if you were at home and needed to call the emergency services? Do you know how to use the different phones in the house to make a call? What should you do if you don't have a phone signal? Talk to your grownups about a plan for your family if you ever needed it.



English – Can you memorise this poem and perform it to a grownup?

Sshhhhhh!

Sshhhhhh!
Don't russhh
Or the fox will be off
With a swisshh
Of its brusshh.

Hushhh!
Don't splasshh
Or the shimmering fisshh
Will be gone in a flasshh.

Shusshh!
Don't crasshh
Or the sshhy thrusshh
That sings in the busshh
Will vanisshhhhhh
The song
Will
Finisshhhhhhhh

