**Wider Curriculum Home Learning Matrix: Year 2: Term 3 and 4**

These are a set of extra home learning activities for Year 2 pupils to complete. They are totally optional and families can complete as many of these activities as they like. If you complete an activity, you can either send it in via the home learning book or send it to us via the class email address. If you have any questions or queries relating to these activities or any issue relating to home learning, please do not hesitate to contact us directly.

Please note, a digital copy of this document is included on the Year 2 Blog. This is useful for following web links.

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|  | Design | Create | Investigate | Explain/Perform |
| Science and Computing | Design an investigation to find out what plants need to grow well.  What are you going to investigate?  -How much light they get  -How much water they get  -The temperature they grow in  -How many leaves they have  Think about picking 1 variable and designing a fair test to work out how much it affects how well the plant grows. | Make your own mini-garden or allotment. Pick the plants that you want to grow. Plant the seeds. Take care and look after your plants.  Please take lots of photos and keep us updated on how your plants are getting on! | Use the following clip to investigate the life cycle of a plant:  [The lifecycle of a plant - KS1 Science - BBC Bitesize](https://www.bbc.co.uk/bitesize/clips/z3wsbk7) | Crease a diagram or piece of explanation writing which explains about the life cycle of a plant. |
| Time and Place | This term we are investigating castles. The main job of a castle was to keep the people, animals and objects inside it safe from harm  Design your own castle.  What materials will it be made from? What shape will it be? How will it stop unwanted people getting in? What extra things will you add to keep people inside safe? | Make a model of a castle or part of a castle.  You might like to focus on a specific type of castle like a Motte and Bailey castle or a curtain wall castle.  You might like to focus on a specific part of a castle like a drawbridge or portcullis. | Investigate how British castles changed and developed over time. You might like you use the following website from English Heritage as a starting point.  [Castles Through Time | English Heritage (english-heritage.org.uk)](https://www.english-heritage.org.uk/castles/castles-through-time/)  The following website might also be useful:  [A timeline of the development of castles (primaryhomeworkhelp.co.uk)](http://www.primaryhomeworkhelp.co.uk/castles/timeline.htm) | Pick 2 castles from different periods of British history.  Draw a diagram of each castle and explain the ways that they are similar and different. |
| Design and the Arts | Can you design your own musical instrument? What materials will you need? How will it create a sound? Review and adapt your design as you progress. | Make your own musical instrument/s. You might like to write your own musical script and song to accompany the instrument, or for someone else to sing. What type of musical genre could you pick? e.g. pop, classical, jazz, country etc | Use the following links to investigate:  [https://www.classicsforkids.com/ music/instruments\_orchestra.php](https://www.classicsforkids.com/%20music/instruments_orchestra.php)  What different types of instruments are there in an orchestra?  [https://www.bbc.co.uk/cbeebies/ curations/cbeebies-proms](https://www.bbc.co.uk/cbeebies/%20curations/cbeebies-proms)  [https://www.bbc.co.uk/cbeebies/ watch/cbeebies-prom-orchestra](https://www.bbc.co.uk/cbeebies/%20watch/cbeebies-prom-orchestra)  What is it like to perform in the orchestra or sing with them?  How is music written down? | Set up a performance of your musical instrument and song. Perhaps you could ask an adult to record your performance. Could you involve others in your household to make up a band or orchestra? Do you already play an instrument at home? You could play this as well for your household to appreciate. |
| Sport Exercise and Health | This term we are learning to play invasion games. An invasion game is where one team or player tries to get an object (such as a ball or person) into an area (goal for example) defended by another team or player.  Examples of invasion games include:  Football  Netball  Hockey  Rugby  Can you design your own invasion game?  How many players on each team?  What is the pitch like?  What object is used?  What are the goals like?  How does the team attack the goals?  How does the team defend the goals?  What are the rules?  Finally think of a name for your game. | Create a set of rules for the invasion game that you have invented. | Pick an invasion game that you know already. Examples of invasion games include:  Football  Netball  Hockey  Rugby  Use the internet to investigate where these games come from.  Top Tip: You might want to use the word ‘origins’ in your key word search.  This activity will be best completed with the support of an adult. | Explain where an invasion game of your choice started and how it has changes over the years.  You may want to create a timeline to help explain your findings. |