

# Term 2-Around Gravesend We Go!

Here is some homework for you to do over this term.

You can send in the homework as and when you have completed a challenge.

You do not have to do all the tasks but you can if you want to!

If you would like to do something different linked to anything we have been learning in school then that's fine too!

Please attach all homework into the home task book provided. We would love to see what you have produced.

## Design an Alien



Design your own alien.

What would they look like?

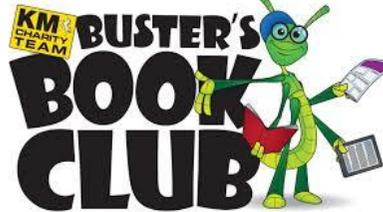
How many eyes would they have?

What would they be called?

What adventures would your alien have on earth? Who would they meet? Where would they go? Why not write your story in your homework book to share with the class?

You could even make a model of their spacecraft and take a picture!

## Reading



Take part in our Buster Book Club Reading Challenge. Remember to write every Wednesday on the special Buster Book Club Bookmark how many minutes you have read for. Each week the times are added up and the class with the highest reading score wins a prize.

Don't forget you also have access to Bug Club to complete some reading.



Bug Club

Go to <https://www.activelearnprimary.co.uk>

## Maths games

Can you practise your number bonds to 10? How quickly can you remember them all? Challenge your adults to say the correct number that adds to 10. Then, can you find all the numbers that go together to make 20?

1 + 9	2 + 8
3 + 7	4 + 6
5 + 5	6 + 4

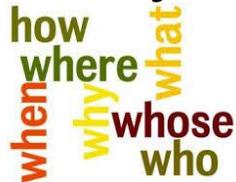
## ICT games

ICT games have a very good number bond practice game:

[http://www.ictgames.com/save\\_the\\_whale\\_v4.html](http://www.ictgames.com/save_the_whale_v4.html)

There are also lots of other exciting maths games to play online for free on this website.

## Writing



How many question words do you know?

Can you spell them correctly?

Can you write questions about Gravesend?

What would you like to know? Write a question and then ask an adult to help you use the internet, library or a book to find the answer.

## Log Book



Keep a log of every journey you make. How did you get there? How long was the journey? Look back at your log at the end of the week. Which is the furthest place you have been to? Which is the nearest? Are there some places you visit often?

## Maths on Education City

Play some of the fantastic games on Education City. You can practise your adding, subtracting and many other things!



## Maps



Can you draw a simple map of your journey to school? How do you get to school? Do you walk or go in the car? What landmarks do you see on the way? Can you draw them on your map? Can you add labels? Can you design your own map key?

Could you make a plan of your house or bedroom? Use your map to have a treasure hunt. Can you follow the markings on the map to find an object?

## Gravesend



Can you find out about the area you live in? What landmarks are there in the area? What was it like in the past?

Can you interview your adults to find out what they liked to do when they were children?

## Winter



Now we are entering a new season, take a walk to see if you can spot any signs of winter.

What do the trees look like?

Can you see any animals?

What is happening to the plants?

What is the weather like?

What clothes are you wearing now it is winter?

Draw or write anything you find in your homework book.

## Pocahontas



Be a history detective to find out the answers;

Who was the real Pocahontas?

When was she alive?

What is she famous for?

How did there come to be a statue of Pocahontas outside St George's Church, Gravesend?

## Phonics

Practise reading your Phase 2, 3 and 5 sounds, looking at real and nonsense words. You can play Picnic on Pluto, Buried Treasure and Dragon's Den.

You will find these free games at:

# PhonicsPlay.co.uk

<http://www.phonicsplay.co.uk/>



## Tricky Words



Use your list of tricky words to play a game of Look, Trace, Cover, Write, Check. This game will help you to remember your tricky words when you are reading or writing.

1. **Look** at the word and say it out aloud.
2. **Trace** the letters in the word.
3. Take a picture in your head of the word and then **cover it** over.
4. **Write** the word down from memory.
5. **Check** by uncovering your tricky word. Have you written all the letters in the word correctly?