

## Weekly Timetable of Activities

Here are the activities to complete each day this week. When you have finished please take a photograph (or scan) and upload it to your 'Work' folder on Purple Mash so your teacher can see it.

Monday		
Maths	English/DT	DT
<p>Year 1 – Can you make a picture of a castle using rectangles? You could use a ruler or draw around objects to create your rectangles. You will need more than one size of rectangle</p> <p>Year 2 – Can you complete the castle symmetry sheet? You need to use the dots to help you create the identical other half of the castle. Remember to count the dots to help you and use a ruler.</p>	<p><b>WALT understand what an axle does</b></p> <p>Watch: <a href="https://www.bbc.co.uk/teach/class-clips-video/design-and-technology-ks2-axles/zmhfvk7">https://www.bbc.co.uk/teach/class-clips-video/design-and-technology-ks2-axles/zmhfvk7</a></p> <p>Have a look around your house and garden. Can you find any fixed or free moving axles?</p> <ul style="list-style-type: none"> <li>FIXED AXLE – tight hole for axle &amp; loose wheels (stuck to the vehicle – wheels turn)</li> <li>FREE MOVING AXLE- loose fitting hole for axle &amp; tight wheel (inside an axle holder – axle turns)</li> </ul> <p>Some examples of axles might be: wheel barrow, bicycle, door handle, and scissors.</p> <p>Draw and label the objects that you find.</p>	<p><b>WALT design a vehicle with an axle</b></p> <p>The knight says “How can we get all these weapons to the castle without having to carry them all?”</p> <p>Can you <u>design</u> a wheeled vehicle for the knight which will carry his weapons to the castle?</p> <p>Don't forget to add labels including what materials you plan to make your vehicle from.</p> <p>(Please note tomorrow's activity will be to make the vehicle so plan for things you will have at home e.g. using cardboard boxes and bottle lids for wheels)</p>

**WALT make a wheeled vehicle using construction kits**

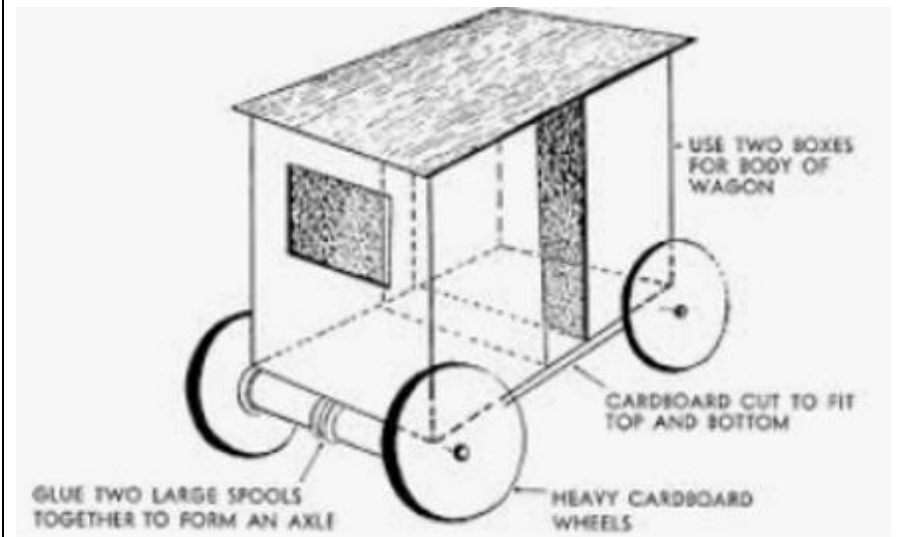
Use any construction kit you have at home and make a vehicle that moves.








If you don't have any can you use straws/cocktail sticks/ pencils and grapes/ buttons.



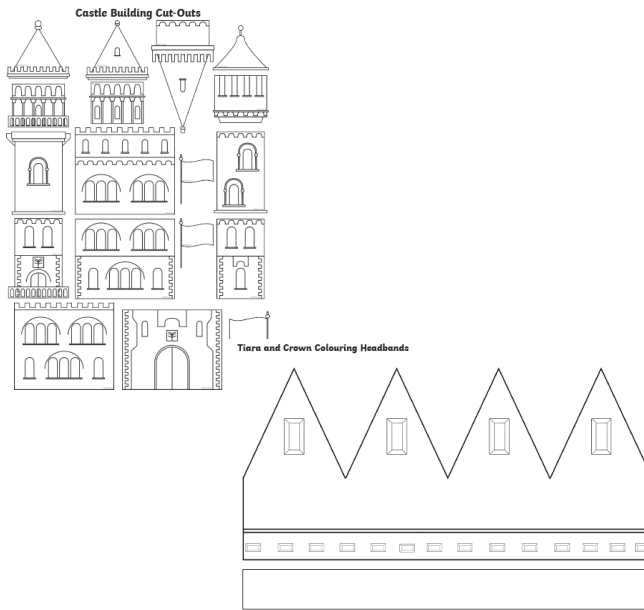
Different types of axles



Tuesday		
Maths	DT	DT
<p><b>5 steps to 50 challenge!</b></p> <p>This challenge is about counting on and back in steps of 1, 2, 5 and 10.</p> <p>Roll a dice twice to establish your starting number - the first roll will give you the tens digit and the second roll will give you the ones digit.</p> <p>You can then make five jumps to get as close to 50 as possible. You can jump forwards or backwards in jumps of 1, 2, 5 or 10.</p> <p>Did you jump forwards or backwards?  Can you land on 50 exactly?  How far from 50 were you?  Could you do it another way?  Could you get even closer?  Which numbers can get you to 50?  Which can't?</p> <p>Roll the dice again and have another go!</p> <p>For example:  I roll a dice and get a 2 then a 3, so my starting number is 23.  I make the following jumps to get as close to 50 as possible:  Starting number is 23  Jump one is +10 to get me to 33  Jump two is +10 to get me to 43  Jump three is +10 to get me to 53  Jump four is -1 to get me to 52  Jump five is -1 to get me to 51</p>	<p><b>WALT follow a plan to make a wheeled vehicle</b></p> <p>Use your plan to make your vehicle.</p> <p>Remember if you are using a box you might want to invert it first (open it and turn it inside out and stick it back together like we did before).</p> <p>If you are using bottle lids for wheels ask a grown up to help you make a hole in the centre for your axle. You can join your materials with glue, staples, cellotape, masking tape or anything else you can find!</p>    <p>(We will add the finishing techniques tomorrow)</p>	<p><b>WALT design a coat of arms</b></p> <p>Look at the pictures of different coat of arms (see resources at the bottom of this document) and watch the Coats of Arms PowerPoint.</p> <ul style="list-style-type: none"> <li>• What colour background will you choose? Do you want just one colour?</li> <li>• Which shapes will you add? Stripes, diamonds, spots or stars?</li> <li>• What picture will you put on that shows what you like?</li> </ul> <p>There are some templates (Tuesday Coat of Arms templates) if you would like to use them or you could draw your own.</p>

Wednesday		
Maths	DT	Art
<p>Choose between the counting in 10s castle maze game or the Mystery at Dragonspire Castle Game.</p> <p>Both can be found attached as a PDF:</p> <p>Wednesday Maths 10s Castle Maze Game</p> <p>Wednesday Maths Mystery at Dragonspire Castle Game</p>	<p><b>WALT use finishing techniques to make our wheeled vehicle look attractive</b></p> <p>Look at your plan and see what colour you wanted your vehicle to be. Can you paint it, colour it or cover it in paper.</p> <p>Can you add the coat of arms you designed somewhere on to your vehicle to show who it belongs to?</p>	<p><b>WALT make a picture in the style of Paul Klee</b></p>  <p>This is a piece of artwork by Paul Klee called 'Castle and Sun'.</p> <p>Can you use any media you have at home to create your own 'Castle and Sun' picture? Here are some examples of what it might look like.</p> 

Thursday		
Maths	English	DT
<p><b>Tangrams</b></p> <p>Cut out the shapes on the first sheet of the attached Tangram resource.</p> <p>Can you arrange the shapes to make the different pictures? Think about which turns you need to make for each shape to fit properly. Will it be clockwise or anticlockwise? Will it need to be a quarter or half turn?</p> <p>Can you create your own tangram picture using the shapes?</p>	<p><b>WALT evaluate our wheeled vehicle</b></p> <p><b>Have a look at your vehicle and answer the questions</b></p> <p>Does your vehicle move?</p> <p>Does your vehicle carry weapons?</p> <p>Does your vehicle look attractive?</p> <p>Could you improve your joining techniques?</p> <p>What would you have done differently?</p>	<p><b>WALT make a split pin knight</b></p> <p>Design a coat of arms and a flag to go with your knight.</p> <p>Use the resource attached (Thursday split pin knight) to carefully cut out your own knight to go with your vehicle.</p> <p>Use split pins (if you don't have any split pins you could use paper clips or even glue) to put the knight together.</p> <p>Don't forget to put some blue tac underneath the paper when you push a pencil through to make the holes for your split pins. This will stop the paper from ripping.</p>

Friday		
Maths	Topic	PE
<p>Have a go at the addition and subtraction colouring activities (Friday maths colouring). Follow the instructions to find out which colour you need to colour each part of the picture.</p> <p>What picture does the subtraction sheet make?</p>	<p>Choose whether you would like to create and colour a castle or a crown. You will find the resources for each activity attached.</p> <p>For the castle you will need to neatly colour the parts then carefully cut them out and stick them on to another piece of paper.</p> <p>Can you remember the names of the different parts of the castle?</p> <p>For the crown you could either print 2 of the same design for the front and back or you could print one and make a band for the back out of paper.</p>  <p>The image contains two sets of templates. The first set, titled 'Castle Building Cut-Outs', shows various parts of a castle including towers, battlements, and flags, designed to be cut out and assembled. The second set, titled 'Tiara and Crown Colouring Headbands', shows a tiara with four points and a crown with a band, both designed to be coloured and worn.</p>	<p>Using any equipment you have at home can you create a knight's training course?</p> <p>e.g. walk around the garden balancing something on your head, 20 side steps to dodge an enemy or 15 squats to avoid an arrow.</p> <p>How quickly can you complete the course?</p> <p>Can you challenge any of your family members to complete the course?</p>

## Resources

### Examples of Coats of Arms



Year 1 and 2 Remote Learning week beginning 12.7.21



