

Hi Year 2,

Some morning links:

Joe Wicks Workout: <https://www.youtube.com/channel/UCAxW1XT0iEJo0TYIRfn6rYQ>

Edinburgh Zoo-cams: <https://www.edinburghzoo.org.uk/webcams/panda-cam/>

Newsround: https://www.bbc.co.uk/newsround/news/watch_newsround



Mr Stanley returned home from school to find Zorg busy in the kitchen, baking a banana bread. It was delicious, and a welcome treat after the wet weather.

Today's tasks:

Literacy –

On Monday, you talked about writing to persuade. Writing to persuade is where you try and make someone want something – it might be something to buy or something to do.

Zorg is bored and wants to visit Europe after lockdown – but he can't decide where to go. You are going to create either a leaflet or a poster trying to persuade Zorg that your country (from yesterday) is the best!

We looked at 3 main parts of persuading:

- **Exciting adjectives – to make Zorg WANT to go to your country**
- **Interesting Facts – again, getting Zorg interested in your country**
- **Repetition – by repeating how amazing/exciting/incredible your place is, Zorg will definitely want to go there**

Your poster/leaflet might include:

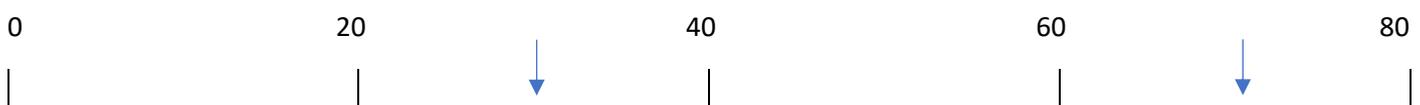
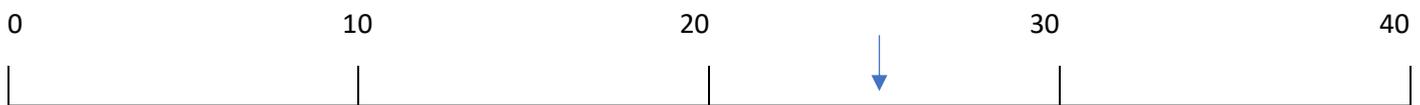
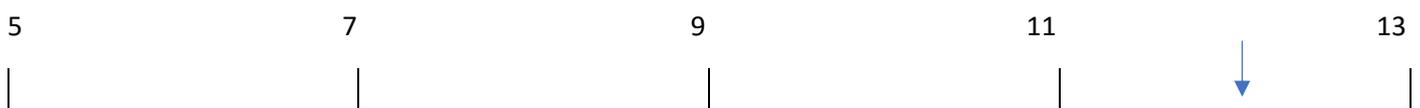
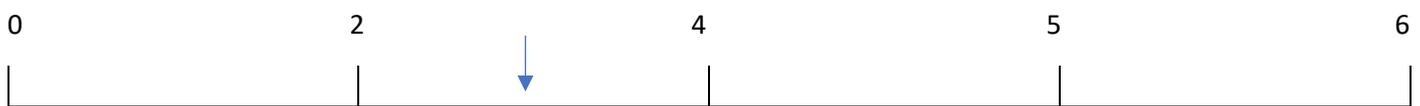
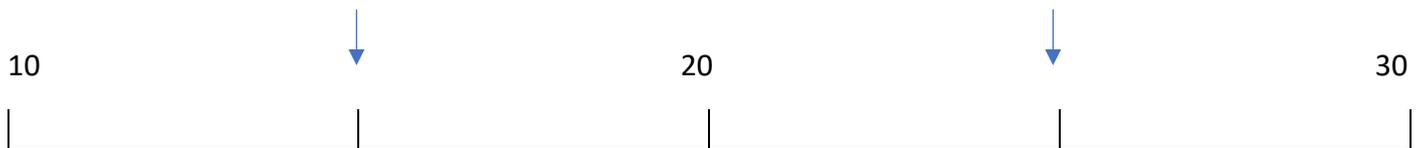
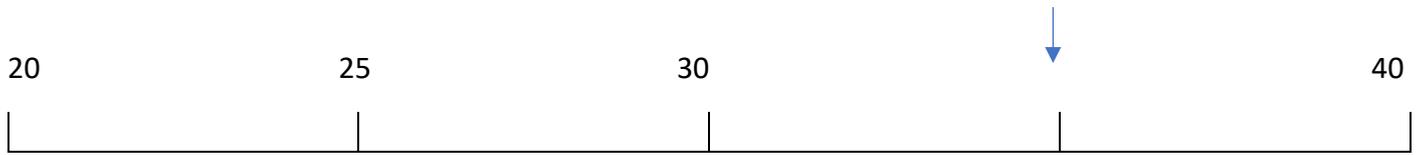
- **Any interesting facts you learnt about your country**
- **Talking about the famous landmark you also researched – this is an exciting thing that Zorg MUST see – tell me why he MUST see it while he is in your country.**
- **Pictures/Drawings**

It should be EYE CATCHING – your poster should be bright, colourful and exciting to look at in order to grab Zorg's attention.

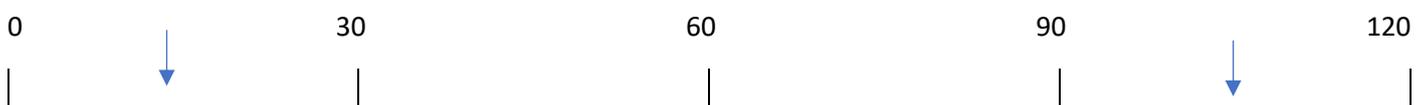
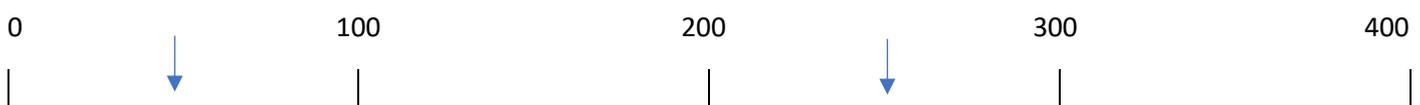
As always, Zorg and I would LOVE to see your work!

Maths – What number is the arrow pointing to?

This is similar to yesterday, but you have to use your knowledge of numbers and halves of whole numbers to work out where the arrow is pointed. This might also require some estimation (all numbers are WHOLE numbers)



CHALLENGES:



Computing- I would like you to look at course D on code.org.. Follow the instructions carefully. I recommend spending half an hour/45 minutes on this. Don't worry if you don't finish, I will set be setting 'Work on Course D' for the next few computing lessons. Don't rush and make sure you are reading all the instructions. If you have come to the end, you can look in Sprite Lab and experiment with coding there.

It is possible to go back to Course C using the Course catalogue button at the top of the page.

Vote for schools = I have included the slides for Votes For Schools. This week is on celebrities supporting charities– something that the children will probably have heard in newsround and on the news. It sparked some very interesting conversations when I went through it with a group of year 1 children – so please feel free to use it with your children at home.

If you wish, go through the slides and discuss the ideas on them. As always, remember to vote at the end by following the link. As at school, this is anonymous but would be interesting to see what the class think.