|  |  |  |
| --- | --- | --- |
| **LB2 Home Learning Journal.** | | |
|  | **Maths**  **(You could use ICT for this)** | **Literacy**  **(You could use ICT for this)** |
| **Set: Friday**  **8th February**  **2019**  **Due:**  **Wednesday 27th February**  **2019** | **L.O:**  Design a maths game to help with teaching the time  **Success criteria:**   * Use analogue or digital (or a mixture of both) * You could use a.m and p.m * It could be a card matching/pairs/snap type game * It could be a racetrack game using counters and dice * Include challenges such as exact minutes past the hour and not just quarter/half past/quarter to * We will play your game in class – your classmates will have a turn with each game and you can teach them how to play it. | **L.O:**  In his book, *The Minpins*, Roald Dahl created a fierce creature called the Gruncher.  Your task is to create and describe your own forest creature.  **Success Criteria:**   * Firstly draw and colour your creature * Write about what your forest creature looks like (think about appearance: eyes, nose, teeth, hands, legs, feet, body, horns/wings etc). * Include AANVA to describe your creature’s characteristics (things it can do like fly, snort flames, has super strength etc) * You could use similes to describe your creature (its wings are as long as…/it runs as fast as…/its breath is as hot as…) |