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| **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…)
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