Practical Ideas
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1. **Draw your own comic strip.**
   - Include the use of capital letters, full stops and correct punctuation for the speech bubbles.

2. **Create a place value chart using different types of pasta.**
   - Draw a place value chart. Encourage children to put pieces of pasta in each column to create a 2-digit number. Children to explain how they have made the number.

3. **Pick a book title. Play charades.**
   - When children are playing, remind them about the books you read together or at school. Take it in turns to act out the title without speaking.

4. **Represent a 2-digit number.**
   - Can your family guess the book?

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### Practical Ideas

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- Investigate ways of making your heart beat faster without running. Discuss different movements they could do, such as jumps, hops etc. Demonstrate paying attention to your heart-rate and your breathing.
- Explore the garden or park. How many animals can you find in their habitat? Discuss with children why certain animals are better suited to their different micro-habitats, e.g. worms and damp soil, so they don’t dry out.
- Create a repeating pattern using 3 different items. Discuss with children how they can make their patterns more complex using the same number of types of items, e.g. AABBAC, ABBBAC.

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- **Design a useless product.**
  - Try to convince someone that it’s actually brilliant.
  - Discuss what would make a product useless, such as a window made of metal, or a fire guard made from chocolate. Explain why.

- **Draw a map of the streets around your home.**
  - Label the human features.
  - Discuss any familiar journeys you may make and discuss the human features you may see along the way. For example, shops, libraries or playgrounds.

- **Sort objects based on their materials.**
  - How else could the items be sorted?
  - Once the objects have been sorted by their materials, discuss sorting by their properties. For example: hard, rough, soft, flexible etc.

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1. **Make a poster of 5 words you find tricky to spell.**
   - Example: *climb*, *beautiful*
   - Put the tricky part in a different colour.

2. **Write a story using a familiar hero.**
   - In your story, they’re now the baddie.
   - Discuss some heroes the children know, such as the Woodcutter from Little Red Riding Hood. What could happen to make them turn bad?

3. **Design a monster.**
   - Write a story about your monster. Are they good or evil?
   - Children to explain whether the monster is good or bad. Discuss how that might affect the way the monster looks and behaves in the story.

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