

Western Road Community Primary School Weekly Learning Journey Plan

Class: Elder Teacher: Miss Lester Term: 4

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	Subject	Main		Next Steps
	Geography Focus: Biomes	Build a biome in a bottle! Use the ecosystem in a bottle sheet, and follow the instructions. Write a prediction for if you think it will work and why before starting.	Plant the ecosystem in the bottle. Place it in the sunlight and observe it from time to time, making recordings on the table.	After a few weeks: Why do you think it grew/didn't grow?
_	Geography Biomes	Explore the Biomes! This is a range of activities across days to learn about the Biomes.	 Open the <i>Compare and Contrast sheet</i> – read about the biomes and place the information in the correct tables Open <i>Intrepid Explorer</i> sheet – choose a Biome to explore further and then prepare for your journey! What will you need and why? Do your own research! Use books and your advanced search skills to find out about the animals that live in a Biome of your choice – make a poster. 	Check you're using the geographical words for the things you're saying.
	Science	Properties of Materials Exploration Time to hunt the house! Find five objects made of different materials around the house.	Inspect your objects. Draw them and label them – what materials are used? Write a few sentences about why you think they have chosen those materials. Challenge: Invent something! What is it for? What is it made of? Why?	Present your findings to someone.

Ice cubes – thermal experiment.	Write a prediction for what you think will happen to each ice cube	Clean up your ice! ©
Freeze some water in an ice cube or Yorkshire pudding tray over night in the freezer.	when the material is added.	
Find a fabric, some tin foil and nothing.	Place the materials on one ice cube each.	
Put the ice in separate bowls.	Watch what happens over the course of 15 minutes – which are	
Complete in a cool place.	melting fastest? Why do you think that is? Write about:	
	What effect does the material have on the ice cube?	
	Use your experiment as evidence.	
	Watch: https://www.bbc.co.uk/bitesize/clips/zkntsbk	

Computing	Practise your coding on https://hourofcode.com/uk/learn	You will need to: Draw or select your background Draw or select a sprite Drag tiles and click them together to make the game work when you click the green flag. It needs: Movement, rewards To be simple enough for Year 2. Choose a game that interests you and play through the levels to have fun and improve your coding!	Give someone your game to play. Fix any bugs.
DT	Build a bridge! Use your imagination to build a bridge – look at your homework research and find new bridges for inspiration. You will need to:	 Draw your design – does it have Suspension? Triangulation? Arches? Where does the weight get put? Make your bridge out of whatever you like – paper, cardboard, leaves – be imaginative! Take a picture See how what you can put on your bridge Estimate the weight capacity. 	Write about where your bridge would be used and why.
	Build a tower! Research the different towers in the world on the internet using advanced searches and the word "structure" or "building" Why are they special? Why do they stand without falling?	 Draw a design for your tower and label it. Why is it a good design? Build your tower using whatever you like. Take a photo. 	What is good about your tower and what could be improved?
PE	Yoga! Try these: https://safeYouTube.net/w/xBv2 https://safeYouTube.net/w/5Bv2 https://safeYouTube.net/w/SBv2	Don't forget to relax and breathe! If you get stressed use Rainbow Breathing: https://safeYouTube.net/w/jCv2	Teach someone! ☺

	Exercising!	Extra:	
	https://safeYouTube.net/w/HCv2	Play games outside with your friends! ©	
	https://safeYouTube.net/w/PCv2		
	https://safeYouTube.net/w/dDv2		

Please also see *Practical Activities to try* and work your way through those. ©

If you complete all these activities and would like extra things to learn and enjoy, please email.