

Year Two - Timetable Friday 22nd May 2020

Reading Mission:
30
minutes

Children to read or support them to read this extract of chapter 5 of The Jungle Book below:

CHAPTER 5

Monkey City

Men used to live in Monkey City. But they left long ago, and now the monkeys lived there. The other animals stayed away, because they didn't like them.

When the monkeys arrived with Mowgli, they danced and sang, and ran in and out of the old houses pretending to be men. It was quite dark now and the moon made long shadows on the ground.

Mowgli was tired and hungry. He was angry with the foolish monkeys. 'You must bring me some food,' he said.

Some of the monkeys went to find nuts for him, but they started to fight and forgot about him.

Mowgli walked round the city, wishing he was back with his friends. 'Baloo was right about the monkeys,' he thought. 'They have no law and no leaders.'

When he came to the city wall, the monkeys pulled him back with their hard little fingers.



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If you child would rather listen to this text you can find the audio here:

<https://www.macmillanyounglearners.com/readers/jungle-book>

Now try to answer these questions. You could write, draw or tell someone your answers. The last questions are an inference questions. This means you need to sue what you have read to make a prediction.

1. Who used to live in monkey city?
2. What did the monkeys do when they arrived with Mowgli?
3. How was Mowgli feeling when he arrived at Monkey city?
4. What did the monkeys find for Mowgli to eat?
5. What did Baloo think about the monkeys?
6. What did the monkeys fingers feel like?
7. Why do you think this chapter is called Monkey City?
8. Why do you think that the men left monkey city?

Answers:

1. Men sued to live in monkey city
2. They danced and sang.
3. Mowgli was feeling tired and hungry when he arrived.
4. The monkeys found nuts for him to eat.
5. Baloo through the monkeys had no law and no leaders.
6. The monkeys fingers felt hard and small.
7. This chapter is all about where the monkeys took Mowgli. As it is a big area with lots of monkeys the author called it monkey city.
8. The children could give any answer. Maybe they did not want to live in the jungle anymore, it was unsafe, there was a disaster etc.

Teaching Tips:

The first five questions are retrieval questions. Encourage your child to look back in the text to find the answers. The inference questions require children to use what they know to give their best guess.

Writing Mission:
30 minutes

Today's mission is to finish your fact file from yesterday.

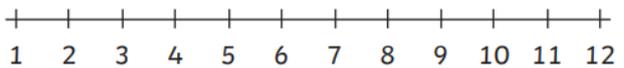
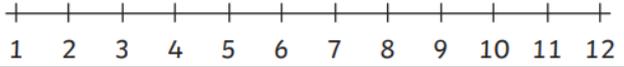
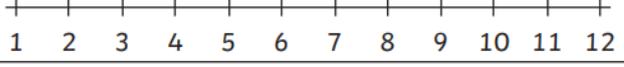
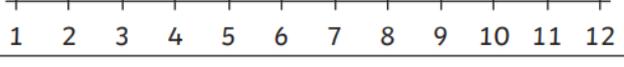
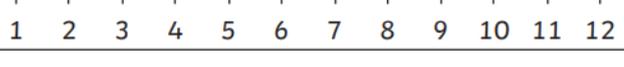
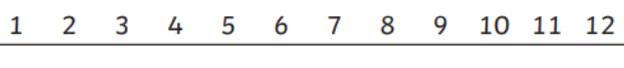
If you finished it yesterday you may wish to write it up in neat using the below lay out or a layout of your choosing.

Below is an example of how you may wish to lay out your fact file. There is a big version of this layout at the end of this timetable. You could even do a draft version today and write it up in neat tomorrow if you wished to.

The image shows a fact file template for a tiger. At the top, the word "Tiger" is written in a green, bold font. Below the title, there are four rectangular boxes for notes, each with horizontal lines. The top-left box is labeled "Tigers live...", the top-right "Tigers survive...", the bottom-left "Tigers eat...", and the bottom-right contains a cartoon illustration of a tiger lying down. To the right of these boxes is a larger, more decorative version of the same fact file template, set against a background of a jungle with trees and a stream. This version has a title box, a "live..." section, an "eat..." section, and a "survive..." section, all with horizontal lines for writing.

Maths Mission:
30 minutes

Today's challenge is all about missing numbers. Yesterday you did addition and today is subtraction. See if you can complete the missing number equations below. You can use the number lines to help you:

$11 - _ = 6$	
$12 - _ = 8$	
$_ - 4 = 7$	
$11 - _ = 5$	
$11 - _ = 3$	
$10 - _ = 3$	
$_ - 3 = 9$	

Challenge:

- | | | | |
|-----------------------------------|-----------------------------------|------------------------------------|------------------------------------|
| 1. <input type="text"/> - 4 = 16 | 6. <input type="text"/> - 8 = 27 | 11. <input type="text"/> - 14 = 8 | 16. <input type="text"/> - 12 = 37 |
| 2. <input type="text"/> - 8 = 27 | 7. <input type="text"/> - 12 = 38 | 12. <input type="text"/> - 9 = 36 | 17. <input type="text"/> - 15 = 17 |
| 3. <input type="text"/> - 15 = 12 | 8. <input type="text"/> - 12 = 7 | 13. <input type="text"/> - 12 = 16 | 18. <input type="text"/> - 6 = 17 |
| 4. <input type="text"/> - 8 = 29 | 9. <input type="text"/> - 8 = 21 | 14. <input type="text"/> - 8 = 36 | 19. <input type="text"/> - 5 = 34 |
| 5. <input type="text"/> - 16 = 29 | 10. <input type="text"/> - 6 = 39 | 15. <input type="text"/> - 12 = 6 | 20. <input type="text"/> - 11 = 16 |

If you really want to challenge yourself you could check your equations using the inverse: <https://www.bbc.co.uk/bitesize/clips/zdsvcdm>

This means using addition to check your subtraction.

**Topic Mission:
Day 5**

This mission is continued from yesterday. If you have made your cards you could spend some time playing with them today.

This mission is to help you learn more about the animals that live in the jungle. To do this you are going to create your own animal top trumps.

Top Trumps is a card game, usually played with two players.

Each card you make should have the following information:

- Predator or Prey (or both?)
- Carnivore, herbivore or Omnivore
- Size/Weight
- Speed

- Size

You can then give each category a numerical rating. For example the bigger the animal the higher the number between 1-10 can be. A predator could be worth 10 points and prey 5 points etc. You could also add further categories to your top trumps like the examples below:



These are the rules of Top Trumps:

1. All the cards are dealt between the two players.
2. The starting player chooses a category from his or her topmost card and reads out its value.
3. The other player then reads out the value of the same category from their top card. The largest value (or the most recent date) wins the "trick", and the winner takes both the cards of the trick and places them at the bottom of his or her pile.
4. That player then looks at their new topmost card, and chooses the category for the next round. In the event of a draw, the cards are placed in the center and a new category is chosen from the next card by the same person as in the previous round.
5. The winner of that round obtains all of the cards in the center as well as the top card from each player.
6. The winner is the player who obtains the whole pack.

If you do not want to make the cards you could use the examples below to cut out and play to learn more about some animals (please note the examples below are Top Predators - they are not all jungle animals). You could also make a video about the animals, draw and label them or just learn about them.

1. 5

2. 4

3. 11

4. 6

5. 8

6. 7

7. 12

Challenge Answers:

1. $20 - 4 = 16$

6. $35 - 8 = 27$

11. $22 - 14 = 8$

16. $49 - 12 = 37$

2. $35 - 8 = 27$

7. $50 - 12 = 38$

12. $47 - 9 = 36$

17. $32 - 15 = 17$

3. $27 - 15 = 12$

8. $19 - 12 = 7$

13. $28 - 12 = 16$

18. $23 - 6 = 17$

4. $37 - 8 = 29$

9. $29 - 8 = 21$

14. $44 - 8 = 36$

19. $39 - 5 = 34$

5. $45 - 16 = 29$

10. $45 - 6 = 39$

15. $18 - 12 = 6$

20. $27 - 11 = 16$

_____ live...

_____ eat...

_____ survive...

OWL

Predators	Killer Rating:	4
	Aggression:	1
	Speed: 10	Strength: 6
	Size: 5	Stealth: 3



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SCORPION

Predators	Killer Rating:	4
	Aggression:	6
	Speed: 7	Strength: 7
	Size: 4	Stealth: 3



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SNAKE

Predators	Killer Rating:	10
	Aggression:	9
	Speed: 8	Strength: 10
	Size: 4	Stealth: 7



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HIPPOPOTAMUS

Predators	Killer Rating:	5
	Aggression:	6
	Speed: 6	Strength: 6
	Size: 7	Stealth: 4



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SHARK

Predators	Killer Rating:	8
	Aggression:	7
	Speed: 8	Strength: 10
	Size: 8	Stealth: 9



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PRAYING MANTIS

Predators	Killer Rating:	8
	Aggression:	6
	Speed: 10	Strength: 2
	Size: 2	Stealth: 10



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POLAR BEAR

Predators	Killer Rating:	12
	Aggression:	12
	Speed: 12	Strength: 16
	Size: 10	Stealth: 10



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FOX

Predators	Killer Rating:	5
	Aggression:	4
	Speed: 9	Strength: 6
	Size: 6	Stealth: 4



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EAGLE

Predators	Killer Rating:	12
	Aggression:	10
	Speed: 8	Strength: 8
	Size: 6	Stealth: 10



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LION

Predators	Killer Rating:	12
	Aggression:	10
	Speed: 13	Strength: 9
	Size: 7	Stealth: 4



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BEAR

Predators	Killer Rating:	10
	Aggression:	6
	Speed: 10	Strength: 12
	Size: 8	Stealth: 4



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WOLF

Predators	Killer Rating:	5
	Aggression:	6
	Speed: 10	Strength: 6
	Size: 6	Stealth: 4



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SPIDER

Predators	Killer Rating:	12
	Aggression:	8
	Speed: 10	Strength: 2
	Size: 2	Stealth: 6



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TIGER

Predators	Killer Rating:	10
	Aggression:	12
	Speed: 10	Strength: 13
	Size: 7	Stealth: 6



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CHEETAH

Predators	Killer Rating:	12
	Aggression:	8
	Speed: 16	Strength: 10
	Size: 6	Stealth: 9



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OTTER

Predators	Killer Rating:	5
	Aggression:	6
	Speed: 12	Strength: 6
	Size: 4	Stealth: 7



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