

Year: 2
Week: 1
Date: 21/4 – 24/4

| | Covered Materials | Remarks |
|----------------------------|---|--|
| English | <u>Spelling:</u> High frequency word <u>Vocab:</u> Gritty- scrambled down –dashed out – selfish – co-operative - rushed <u>Grammar:</u> Subject and Object pronouns <u>Comprehension:</u> Fiction text (Jack and Bean stalk) <u>Writing:</u> Annotate the ending of a fiction story (Jack and Bean stalk) | Pop-quiz on Sunday Weekly pack on Wednesday |
| Global Perspectives | Identifying the key features of different house structures Understanding that every shelter or house needs the basic equipment to sustain oneself | |
| Mathematics | 9.1 Venn diagrams, lists and tables 9.2 Pictograms and block graphs 10.1 Adding and Subtracting 2-digit numbers Note: Weekly quiz next Monday | |
| Science | Classwork: 6.1 where do we use Electricity Homework: Weekly pack Note: Weekly quiz next Tuesday on 6.1 | |
| French | Apprendre leçon 8: la maison de Bouli p 30-31 + Cahier d'activités p 26-27 . Identifier les pièces de la maison comme la salle à manger- le salon..... Différencier entre le masculin et le féminin avec les adjectifs. Faire les activités et les exercices du livre. | Consultez semaine 1 FIREFLY 21 – 24 Avril |
| German | Essen und Trinken Limonade Milch Käse Würste Ich esse Ich trinke Das Buch Arbeitsbuch Seite n, 50 Übung 6 | Check Firefly |

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| | Kursbuch Seite n, 40 Übung 1 Hausaufgabe : Arbeitsbuch Seite n, 53 Übung 1 und 2. | |
| Arabic | أخلاق المصري القديم - أدوات النفي - أسلوب النفي - الجزء الأول من قصة مجاري النيل | |
| Islamic Religion | الإيمان بالرسول | |
| Christianity | ----- | |
| ICT | <p>Dance like a dinosaur-Scratch Recap</p> <ol style="list-style-type: none"> 1. Develop programs to produce desired outputs, including the use of the repeat command 2. Know how to recreate algorithms as programs. 3. Predict the outputs of algorithms. <p><u>Scratch</u> In Scratch, learners can experiment to:</p> <ul style="list-style-type: none"> • Change Sprite <ol style="list-style-type: none"> 1. When you start a new Scratch project, 2. It begins with a single cat sprite. 3. To create new sprites, click on these buttons • Change backgrounds <ol style="list-style-type: none"> 1. Select stage 2. Press on Add a background 3. Select your background | |