

Second Class Worksheets-Week 10

Dear parents,

This document includes all necessary pages from the books listed in this week's work. Timetable and checklists included are for you to use as you please, there is no obligation to complete work. I do hope you and your families are healthy and well this week.

It was lovely to make contact with the various parents I have already spoke to and I hope to contact all parents a.s.a.p. I have made a slight change to the work this week as I feel the project element of the work could be a different way of engaging in other subject areas over the next few weeks. I also altered some of the books so that you can use books you already have at home.

Considering we are now closed until September, I want to reiterate that I am available to check and give feedback on the completed work. Parents can decide whether they want to send it to me or not. As always I do appreciate feedback if certain aspects of the work are too challenging or if you would like assistance with any part of it. Please send all completed work and/or queries to:

sttsecondandthirdclass@gmail.com

Thanks in advance,
Ms. O' Donnell

Weekly Time table: Week 10-2nd Class

Subject	Tuesday	☺	Wednesday	☺	Thursday	☺	Friday	☺
Maths : MYM: Students book	Mathemagic p. 42 Master your Maths P. 62		Mathemagic p. 43 Master your Maths P. 62		Mathemagic p.44 Master your Maths P.63		Mathemagic p. 45 Master your Maths P. 63	
English Written work (Children have the book)	Read at home book P. 105 Read and answer questions		Read at home book P. 106 Read and answer questions		Read at home book P. 107 Read and answer questions		Read at home book P. 108 Read and answer questions	
English Reading	How it works?: read p.2-9		How it works?: read p.10-14		How it works?: read p.15-17		How it works?: read p.18-21	
Spellings J. G. p. 5 6	Mend, silk, tear, pear Complete half of P. 57		Wear, swear, underwear Complete half of P. 57		Weight, volume		Weekly test	
Gaeilge (children have the book)	Fuaimeanna agus focail P. 58 A		Fuaimeanna agus focail P. 58 B & C		Fuaimeanna agus focail P. 58 D P. 59 E		Fuaimeanna agus focail P. 59 F & G	
Other: My favourite team/group. (music or sport)	Section 1: Include -your name -name of team/sport chosen -images/drawings of animal chosen -brief description of animal -Information must be clear		Section 2: -Fact file -Bullet point key facts. These checklists may help you: -What sport/instruments do they play? -Famous achievements/records -where do they live -Name key members of the group. -Appearance-Kit/trademark		Section 4: -Design some drawings/pictures of the team/band. -Present your project to your family. -Send any images of your projects to sttsecondandthirdclass@gmail.com I will post any projects I receive on the school website.		Kids beginners work out https://www.youtube.com/watch?v=mhHY8mOQ5eo	
English Reader	https://connect.collins.co.uk/repo1/Content/Live/qbslearning/Bigcat/HowDoesitWork/index.html							

How many stars did you earn



Estimate and count

Estimate how many shapes are in each set.

Check your estimate by counting.



Estimate

Count



Estimate

Count



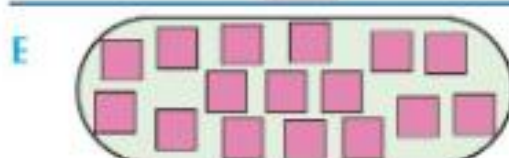
Estimate

Count



Estimate

Count



Estimate

Count



Estimate

Count

1. Which set has the greatest number of shapes?
2. Which set has the least number of shapes?
3. Which set has the greater number of squares?
4. Which set has the greater number of triangles?
5. Which set has the greater number of circles?

Greater than

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

1. Ring the **greater** number in each box.

5	6	7	9	10	6	15	12
8	10	9	8	18	10	13	14
9	7	5	10	15	16	19	15
12	7	6	5	20	11	10	12
17	15	10	11	16	17	12	17

> means **is greater than**

7 is greater than 5

$7 > 5$



2. Write the sign for **is greater than** in each box.

8	>	5	10		8	13		10	15		12
9		6	15		13	17		15	20		15

3. Write the sign > (**is greater than**) in the correct boxes.

Be careful! Some will not need a > sign.

8	>	7	10		9	12		11	18		14
15		19	19		15	16		17	11		10
10		19	15		17	14		12	18		11
19		13	18		19	16		11	15		10

Less than

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1. Ring the **lesser** number in each box.

5	4	7	10	10	12	8	7
8	9	12	13	10	15	13	15
11	10	9	14	12	13	11	14
13	12	16	14	12	10	14	15
10	11	14	13	15	13	15	10

< means **is less than**

6 is less than 8

$6 < 8$



2. Write the sign for **is less than** in each box.

8 < 9	8 <input type="text"/> 12	13 <input type="text"/> 17	15 <input type="text"/> 19
9 <input type="text"/> 10	15 <input type="text"/> 16	17 <input type="text"/> 20	18 <input type="text"/> 19

3. Write the sign < (**is less than**) in the correct boxes.


Be careful! Some will not need a < sign.

7 < 8	10 <input type="text"/> 13	12 <input type="text"/> 14	13 <input type="text"/> 19
15 <input type="text"/> 18	17 <input type="text"/> 13	16 <input type="text"/> 18	11 <input type="text"/> 15
19 <input type="text"/> 20	14 <input type="text"/> 16	14 <input type="text"/> 19	16 <input type="text"/> 11
14 <input type="text"/> 18	15 <input type="text"/> 14	13 <input type="text"/> 13	12 <input type="text"/> 19



Compare

$<$
is less than




$2 < 3$
2 is less than 3

$=$
is equal to

Crocodiles always eat the bigger numbers.
 $(2 < 3)$ $(4 > 3)$

$5 + 2 = 4 + 3$
5 + 2 is equal to 4 + 3

$>$
is greater than



$4 > 3$
4 is greater than 3

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1. Write the correct sign in each box.

7 <input type="text"/> 9	5 <input type="text"/> 4	3 <input type="text"/> 6	8 <input type="text"/> 8
14 <input type="text"/> 13	18 <input type="text"/> 19	11 <input type="text"/> 9	12 <input type="text"/> 21

2. Write the correct sign in each box.

$3 + 5$ <input type="text"/> $4 + 2$	$5 + 8$ <input type="text"/> $8 + 5$	$3 + 6$ <input type="text"/> $4 + 6$
$8 + 9$ <input type="text"/> $9 + 9$	$6 - 1$ <input type="text"/> $3 + 1$	$12 - 6$ <input type="text"/> $4 + 3$

3. Write true or false after each number sentence.

$3 + 2 = 5$ <u>true</u>	$5 + 3 > 6$ _____
$7 + 2 < 9$ _____	$8 + 4 < 12$ _____
$8 + 4 > 12$ _____	$8 + 4 = 12$ _____
$5 + 6 > 6 + 5$ _____	$7 + 9 = 9 + 7$ _____
$12 - 5 = 13 - 6$ _____	



How Does it Work?



Sylvia Karavis and Gill Matthews
Roger Goode

How Does it Work?

Sylvia Karavis and Gill Matthews
Roger Goode

Contents

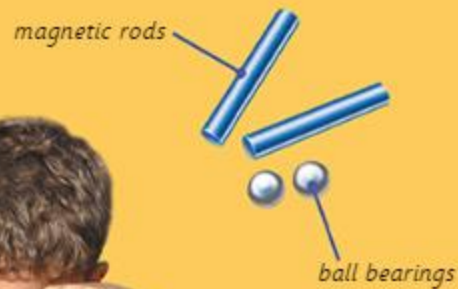
How does a magnetic building kit work? 2
How does a magnetic drawing board work? 4
How does a friction car work? 6
How does a scooter work? 8
How does a yo-yo work? 10
How does a press-bottom toy work? 12
How does a kaleidoscope work? 14
How does a kite work? 16
How does a boomerang work? 18
How does it work? 20
Glossary 22
Index 23



How does...

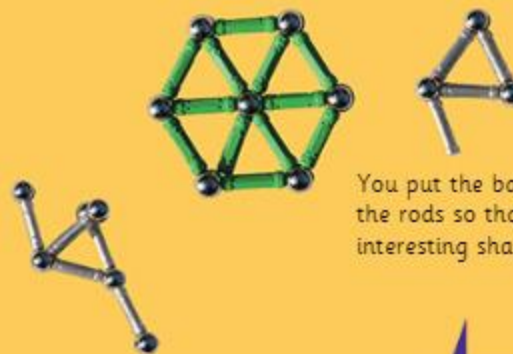
a magnetic building kit work?

You can use a magnetic building kit to make all sorts of shapes. There are some small magnetic rods and ball bearings in the kit.



All magnets have a south pole and a north pole.

When you put the north end of a magnet near the south end of another magnet, they join together. This is because the opposite ends of magnets **attract** each other.



You put the ball bearings between the rods so that you can make interesting shapes.

Did you know?

The needle of a compass is a magnet.

FACT

If you put the north end of a magnet near the north end of another magnet, they will push each other away.

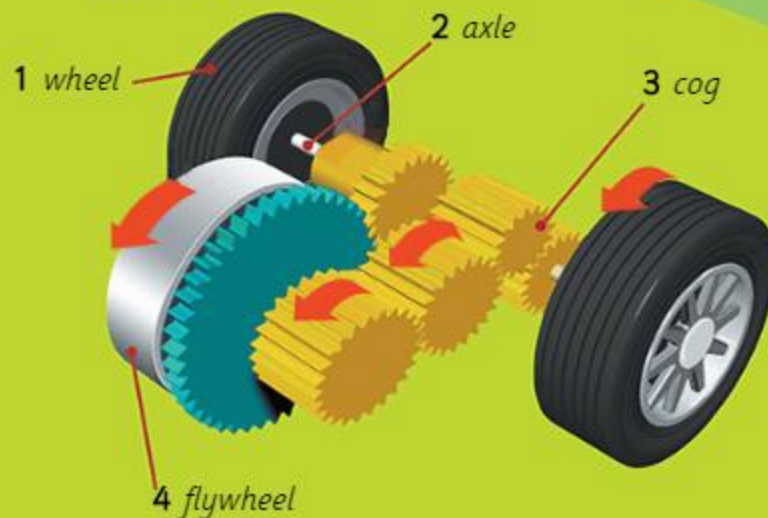
How does... a friction car work?



A friction car moves by itself if you rub the wheels along the ground, then let it go.



Inside a friction car

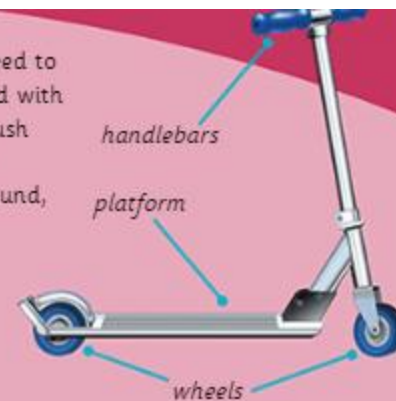


- 1 When you rub the wheels along the ground, the friction makes the **axle** turn.
- 2 The axle makes the **cogs** turn.
- 3 The cogs make the **flywheel** turn.
- 4 As the flywheel turns faster and faster, it stores more energy. This means that when you let go of the car it will move quickly.

How does... a scooter work?

A scooter is a toy you can ride on.
You need to apply **force** to
make it move.

For the scooter to move, you need to
hold on to the handlebars, stand with
one foot on the platform and push
your other foot on the ground.
The harder you push on the ground,
the faster the scooter will go.



standing still



applying force



moving forwards

Did you know?

You can make a force by
pushing, pulling, squashing
or stretching.

What do you think?

Will a scooter go
faster on a smooth
path or on grass?

How does... a yo-yo work?



Inside a yo-yo

A yo-yo is a round toy fixed to a piece of string. It can be made of wood, metal or plastic. A yo-yo has four parts.



1 You let go of the yo-yo.



2 The yo-yo falls towards the ground because **gravity** pulls it.



3 The spinning axle grips the string and makes the yo-yo start to rewind.



4 You tug the string to keep the yo-yo moving.



FACT

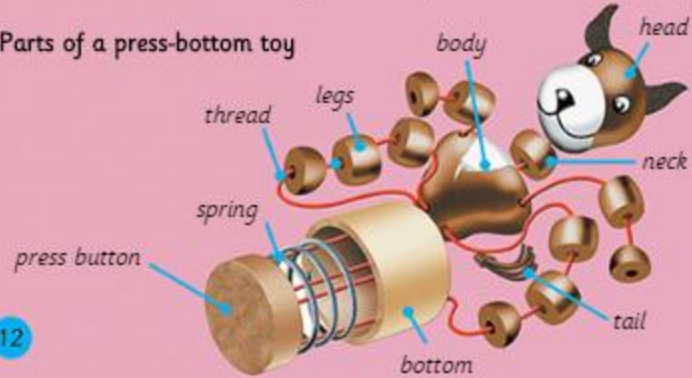
The biggest yo-yo in the world is 128cm across and 80cm wide.

How does... a press-bottom toy work?



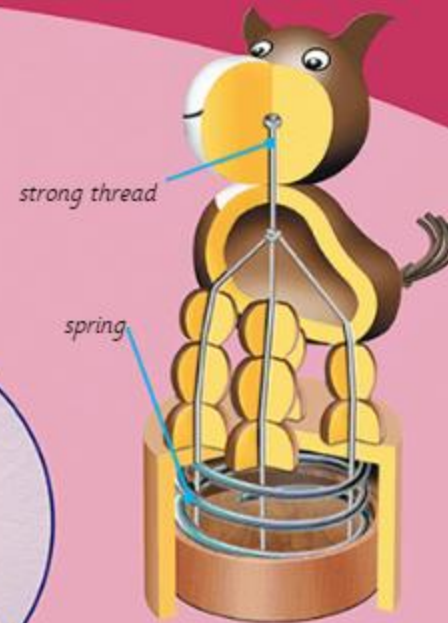
These small wooden toys stand still, but when you press the button at the bottom, they bend and fall down.

Parts of a press-bottom toy



Inside a press-bottom toy

When you press the bottom it squeezes the spring. This makes the thread loose, so that the toy bends and falls down.



Explain this!

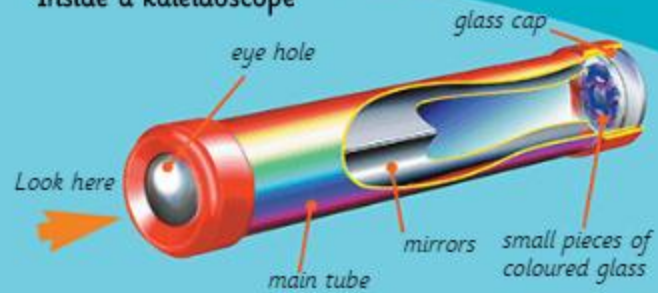
Why do you think these toys are small?

How does... a kaleidoscope work?

A kaleidoscope is a toy that makes patterns. It looks like a telescope, but instead of seeing through it, you look into it.



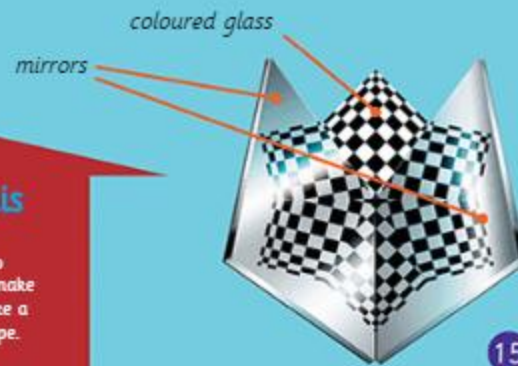
Inside a kaleidoscope



As you look into the kaleidoscope and turn the cap, the pieces of coloured glass move. You see patterns because light shines through the glass cap onto the mirrors and they reflect the coloured glass many times.

Try this

Use two mirrors to make patterns like a kaleidoscope.



How does...

a kite work?



a diamond kite



a box kite

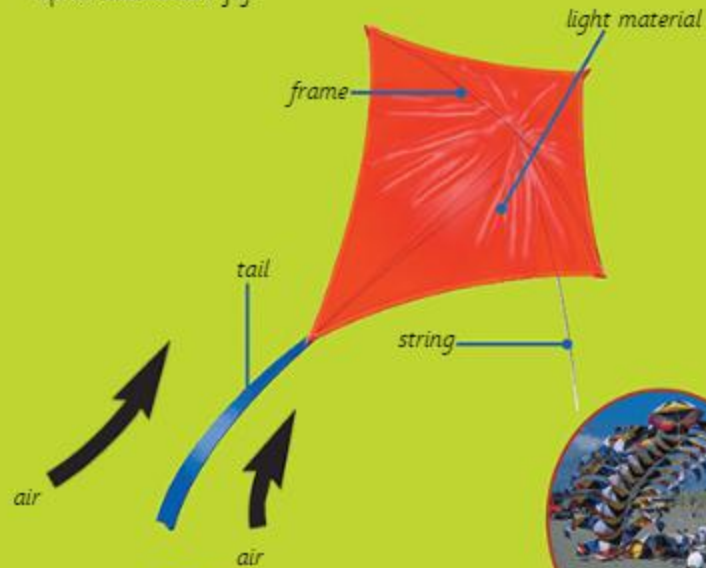


a stunt kite

Kites come in many shapes and sizes, but they all use the wind to fly.

16

A kite is a frame covered in light material. It has a thin, strong piece of string tied to the frame. As you hold up a kite, air lifts it up so that it can fly.



Did you know?

Before aeroplanes were invented, people used kites to fly cameras to take pictures of the Earth.

There are big kite competitions where people show off the tricks they can do.

17

How does... a boomerang work?



A boomerang is a curved piece of wood or plastic. When you throw a boomerang, it comes back to you instead of travelling in a straight line.

18



A boomerang has two wings that are flat on one side and rounded on the other – just like an aeroplane wing. This means that a boomerang stays up in the air longer than a flat piece of wood.

The boomerang spins round when you throw it because it is curved. This spinning means that there is a stronger force on the top of the boomerang. This makes the boomerang lean to one side so that it travels in a circle and comes back to you.



Did you know?

Boomerangs were first used by Aborigines in Australia for hunting. Now they are used mainly for fun.

19

How does it work?

Toy	How it works
magnetic building kit	magnets
magnetic drawing board	magnets
friction car	friction
scooter	force
yo-yo	force
press-bottom toy	force and gravity
kaleidoscope	light and mirrors
kite	wind
boomerang	force and shape

Glossary

These words are in bold print the first time they appear in this book.

axle	a rod joining two wheels
attract	be pulled towards something
compass	an object for finding direction
cog	a wheel with teeth which turns another wheel
flywheel	a wheel which is used to increase a machine's energy
force	a push or pull that makes an object move
gravity	a force that pulls everything towards the centre of the Earth



Index

air 17, 19
 axle 7, 10, 11
 ball bearings 2, 3
 cog 7
 energy 7
 friction 6, 7,
 gravity 11
 magnet 3, 4, 5
 magnetic 2, 3, 4, 5
 plastic 5, 10, 18
 spring 12, 13
 wood 10, 18, 19



Answers
 p8 On a smooth path
 p13 So that the spring is easy to squeeze