

Every Week



Homework - Year 2 – Spring 1 2026

Each half term a list of words from the common exception spellings from Year 2 will be sent home for children to learn. At the end of each half term, children will be given a spelling test of 15 random words from the list.

Children will bring home a reading book that they have practised and rehearsed in school. Please listen to their reading so that they can showcase it to you—we ask that you read for 15 minutes each day.

Children will bring home a library book that they have chosen. This is an unfamiliar text that should be read to them. Please encourage enjoyment through looking at the pictures and talking about the book.

In their reading records, children will have a login to TTRS (Times Tables Rock Stars) We ask that children develop their x2, x5 and x10 times tables knowledge by completing 15 minutes of games across the week.

A letter will be sent to explain Key Instant Recall Facts (KIRFs) for maths—we ask that you work on these with your child for 5 minutes each day.

Choose a selection each half term

Design a Crown

Design, draw and colour a crown fit for a King or Queen. You can add jewels, patterns and your favourite colours.



Royal Family Tree

Draw a simple family tree for a King or Queen. You can include a King, Queen, Princes, Princesses, and even royal pets!

Build a Castle

Make a castle using blocks, LEGO, cardboard, or junk materials. Bring a photo or drawing to school.



Story Time: Once Upon a Time...

Draw and/or write a short story about a King, Queen, Prince, or Princess.

Recipe

Create a recipe for your favourite family meal. Share it with others to see if they can recreate your favourite flavours.

Healthy Me Chart

Create a chart to show what things you have done to stay healthy in a week (exercise, healthy food, sleeping well).

My Growth Story

Draw a picture of yourself as a baby and a picture of you now. Talk about how you have grown.

Set up Shop

Create a shop using items from around your home. Label with prices and ask people to pay for different items. Practice counting coins, notes and giving change.

