



## Beegu

Maths- Please continue with your regular weekly mental maths homework activities.

English – Year 1 and 2 – Beegu gets lost in the countryside. Write your own story.

Science – Grow and look after a plant for Beegu.

Geography - Design a map of a city where Beegu is lost. Give directions – forward, left and right to get Beegu out of the city.

Art/DT & RE – Recreate an illustration by Quentin Blake.

Computing – Research Quentin Blake.

MUSIC – Create a short piece of music to represent the city.

Active PE – Create a short dance sequence to represent Beegu being lost in the city.

My Activity Passport

Year 1 – Record different sounds to represent the city / countryside. Link this to the music above.

Year 2 – Create a board game which represents Beegu being lost in the city. Link this to the Geography above.