



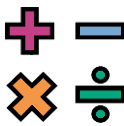


Year 2 - Spring 1

<p>Science</p> 	<p>To be completed during the week beginning 12th January 2026</p> <p>Can you stop an ice cube from melting? Your mission is to wrap an ice cube in different materials (foil, fabric, paper, or something creative!) and see which one keeps it frozen the longest. Make a prediction first: Which material will work best as an insulator? Test your ideas, record your results, and share your coolest discovery with us!</p> <p>Extra Challenge: Can you design a "Super Insulator" using two or more materials together?</p>
<p>Technology</p> 	<p>To be completed during the week beginning 19th January 2026</p> <p>Turn your home into a robot laboratory and think like a real programmer! Can you write an algorithm—a clear set of step-by-step instructions—to guide a robot through a task. Robots don't guess, so every detail counts!</p> <p>Pick a mission (e.g. tidy up toys, make a sandwich, perform a dance routine). Write down every step in order—your algorithm: Ask someone at home to be the robot and follow the steps. Debug if needed: Did the robot succeed or get stuck? Fix your instructions and try again!</p>
<p>Engineering</p> 	<p>To be completed during the week beginning 26th January 2026</p> <p>Can you collect various recycled materials to design and create a working marble run? Think about the resources you need to connect the marble run together. How can you make the marble run more complicated? How can you change the speed that the marble travels through the marble run?</p>
<p>Arts</p> 	<p>To be completed during the week beginning 2nd February 2026</p> <p>Create a painting that expresses an emotion of your choice. Think about how colours, brushstrokes, and patterns can represent feelings like happiness, calmness, excitement, or mystery. Your goal is to let your painting speak without words!</p>
<p>Maths</p> 	<p>To be completed during the week beginning 9th February 2026</p> <p>Ask an adult if you can go shopping with them or look at an online supermarket website. Find something that you would like to buy and work out which coins you would need to use to buy it exactly. If you didn't have the right coins, which coin or note would you use and how much change would you get? What if you wanted to buy 2 or more items together?</p>

Children in Year 2 can bring any STEAM Challenge work they complete into school or submit it to the year group homework email address – year2homework@watlingprimary.org.uk