

Learning at Home Ideas English

A DAY AT THE MUSEUM!

A museum is a place where items of historical and cultural interest are shared for education and enjoyment. This activity involves creating a museum and could be completed over a few days. Some children will be able to undertake this independently.

What you will need:

- paper and pen or pencil
- objects from around your house (e.g. photos, souvenirs, toys, artwork, etc)

What to do:

PREPARING YOUR MUSEUM

1. Before setting up your museum think about:
 - What is your favourite toy or your most precious belonging? Where did you get it from? Why is it a favourite?
 - Draw a picture of this favourite thing. Write about it. You could start with: *This is my favourite*
2. Ask the people in your family about items that are most important to them and why. Try to select ONE item that is important to each person in your house.
3. Choose 5 more objects (or artworks) from around your house that you think are important to your family. You should now have between 6 – 10 items. You can include more if you want to!
4. Write a few sentences about each item and describe where it is from, when it was bought or created, and why it is significant to you or your family members.
5. Decide where in your house you would like to set up your museum and arrange the items so that they can be easily seen. Display your writing next to each object, so that visitors to your museum can read about each item.

OPENING YOUR MUSEUM

Museums often have a special exhibition opening.

6. Write your family an invitation to your museum opening.
7. Think about what time your museum will be open and the opening hours. Be sure to include this information in your invitation.
8. There is usually entertainment at special openings. Could you perform a song or a poem at your museum opening?
9. Consider opportunities for other people (grandparents, cousins, special friends) to visit your museum, perhaps through FaceTime.

Taking the learning further:

10. Go out into the garden and look for special things (rocks, feathers, flowers). Bring them inside and arrange them in a nice display like in a museum. Sort the objects into groups and arrange them in an interesting way.
11. Ask to use the phone to talk to someone else in your family, e.g. a grandparent, uncle or aunt. Before you phone them, write down at least 5 questions to ask them about their favourite things. When you phone them, you could ask them to take a photo on their phone and send it to you. You could print them out and add them to your museum display. Be sure to write a caption that explains why the thing is important to that person.
12. Create a map for visitors to your museum showing where each item is located.

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LOGO HUNT

A logo is a symbol or design that is used to help people recognise things.

What you will need:

- A device with a camera.
- If you have a device that will let you crop a photo, that will make it even more fun!

What to do:

1. Have a look around your home to find as many logos as you can. Take a photo of each one (try to get a 'close up' photo, so you don't give away too many clues about what the item is. If you can crop it or use a snipping tool, that might be helpful).
2. Have a competition with the people in your home. Show them your photos and see if they can work out what the logo is for and where it is in the house.

Taking the learning further:

3. An extra challenge: Get creative and design a logo for yourself.
 - Make sure your design says something about you – your interests or beliefs.
 - Keep it simple!
 - Use no more than three colours.
 - What item might you be able to put your logo on?
4. Tips for parents:
 - a. Ask your child which logos appeal to them and why. Is it because they like the look of the logo or because they like the product?
 - b. Talk to them about the logo they have created and why they have chosen the image and colours that they have.

AN ANIMAL FOR THE DAY

What you will need:

- paper
- some drawing materials
- your creativity skills.

What to do:

1. If you could be an animal for the day, what would you be?
2. Do some research about the animal.
3. Draw a picture of the animal.
4. Describe to someone why you would want to be that animal for the day. What characteristics does this animal have? What habitat does it live in? Is it a prey or predator?
5. Have a go at pretending to be that animal. How would you move? What would you do?
6. When you are describing the animal think of the vocabulary you would use and the images you are creating by using descriptive language for the reader.

Taking the learning further:

7. Write a descriptive poem or make a poster.
8. Research a different animal from another continent
9. Create an imaginary animal or new species that has not yet been discovered.

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10. Create an animal out of recycled materials.
11. Ask members of your family what animal/s they would like to be? What do you all have in common? What is different?

THE DIARY OF A KID AT HOME

What you will need:

- paper and pen
- computer (optional).

What to do:

1. Begin to record your experience of being at home by keeping a daily diary. Some suggestions for diary entries are:
 - descriptive writing
 - drawing
 - cartoon form
 - pretend you are sending a short text message or a tweet to someone so you can only use 100 characters
 - use IT to write your diary entries.
2. Think about your own perspective, thoughts and feelings. Try to add some creativity and humour, too.
3. You may like to share your diary entry every day with a family member, so remember who your audience is when you are writing.
4. Remember to include some positive or funny aspects of each day.

What learning is happening: Many great explorers kept journals or diaries of their experiences. Writing about your own personal experiences helps to develop your writing skills and how to express your ideas, thoughts and feelings.