

Week beginning 22.6.20

Maths:

Monday - Investigating areas of shapes. Think about what strategy you might use to solve it - can you make, measure etc. E4E: can you create another shape to be investigated. If you do send us a photograph and we can investigate in class.

Tuesday, Wednesday and Thursday - This is a 27-sheet booklet to make sure you have got plenty to practise on your calculations. Don't print out the sheets. Just write the answers on a piece of paper. We have set it for three days but we do not expect you to complete it over the 3 days. It will be set for the following week too. If you need any support, please email us.

Friday - Statistics reasoning questions.

English: All work on PDFs/ word document

Monday - Read through the poem and complete the reading comprehension.

Tuesday - Complete the vocabulary sheet - E4E: write some sentences using these words.

Wednesday - Re-write sentences using a synonym and complete the word search.

Thursday - Complete the SPAG, suffixes and write a paragraph.

Friday - Grammar test on SATS bootcamp.

PSHE:

LO: to understand the link between thoughts, feelings and behaviours.

Work through the PowerPoint having a discussion with your child.

Choose a scenario from the worksheet attached. Use the cognitive triangle thinking about how thoughts, feelings and behaviours can be linked and can affect each other.

Finally, think about a negative thought that you have had recently write the thoughts on the top strip of the paper (see attached), the feeling you felt on the second strip and what you did or how you behaved on the third strip. Cut them out and make them into paper chain links.

Geography: trade and economy

<https://www.bbc.co.uk/bitesize/articles/zfcnf4j>

Watch the videos and complete the quizzes to learn about trade and economy.

You have two tasks to complete:

Task 1 - Complete the worksheet.

Task 2 - Use the table to complete the bar graph.

ICT:

LO: to introduce an alternative model for a text adventure which has a less sequential narrative.

Discuss the adventure game that you explored during the unit. Play 2code adventure game if you haven't played it for a long time.

Now is the chance to create your own story map - You need to plan the scenario, quest and drawing a map of the game.

The text adventure planner is a good document - you could free hand draw your map and take a photo to upload it. To add pictures, click on the green cross buttons. Next, click the gallery button and locate the file - There are controls to rotate and zoom in on parts of an image on this screen. When you are happy with the image click choose.

Your child could also fill in the sections about the scenario and aim of the game.

Genius project:

Continue to research your information for your project and this of a way in which you will present this information (either Power point, document, poster etc.)

Example: Art - research the artist, collated the information, presented it and then did a painting link to that artist for a display.

Free time:

As school will be closed Friday afternoon for the deep clean, we thought that at home the children can have a bit of free time to do what they want.

Science:

STEM challenge cards - There are 11 choices. Over the next three weeks, choose one a week to do.

(You can do more if you want to)