

Class/Year Group: Year 5

Week commencing: 6th July 2020

Dear Parents/Carers,

Please find below activities to support your child's continued learning at home. It is important during this time that we try to build on the learning that has taken place in school although we do realise that it is impossible to replicate school whilst home learning. The more children can keep up with their learning, the easier the transition back into school will be. We appreciate your support in this.

Area	Monday	Tuesday	Wednesday	Thursday	Friday
Reading	At least 15 minutes	At least 15 minutes	At least 15 minutes	At least 15 minutes	At least 15 minutes
English	Watch <u>www.literacyshed.com/redmisstake.htm</u> <u>I</u> . Think about the inventor's workspace. Is it light/ dark? Is it organised/chaotic? Does it come across as a pleasant or eerie place? Why? Consider the 5 senses - what might you hear/smell/touch if you were actually inside the workshop? Play the first 52 seconds of the clip again and write notes describing the workshop (potions, cogs turning, bells and timers, blueprints etc). Extend your notes by adding further detail (expanded noun phrases/ prepositional phrases/ adjectival phrases). For example, 'Potions' could be expanded to 'An array of shimmering potions, more vibrant than all the colours in a rainbow, bubble curiously as they stand neatly lined along a dusty shelf within an old apothecary dresser, in the corner of the brightly lit room.' Continue the setting description, using just as much detail.	 Look at the colours below and follow the instructions. Complete these similes to show a character's attributes: a) She had skin as pale as b) Her dress and hat were scarlet like c) Tousled hair fell around her shoulders like d) Flashing a coy smile on her face, she was as Can you think of any of your own? Look at the example of 'ingredients' for Red below. Write your own potion which creates the character and includes figurative language (symbolism, similes and metaphors). 	 Write a direct speech dialogue between Red and the new male character as he emerges from the machine. Remember to include details such as body language and actions/movement to keep the dialogue interesting. How can you show their mood/personality? Also remember the dialogue rules! New speaker = new line Spoken words in inverted commas Punctuation inside the inverted commas Begin with a capital letter Challenge - There are three characters in the room- the inventor, Red and the hunter - so what might they say to each other after the clip has ended? 	Fairy tale features: • Once upon a time/there was once • Past tense • Passed on by word of mouth • Fictional events and characters • Common themes like enchantment and magic and sometimes love • Good vs. evil • Problem, climax & resolution • Moral to the story • Often a happy ending though there are some with a darker end to the tale Research a fairy tale author. Choose either: Joseph Jacobs Hans Christian Andersen The Brothers Grimm Make notes on the stories they wrote, their writing style and any other details which you think are relevant to the fairy tale penre.	Consider your own fairy tale. What might you have as your problem build up, climax and resolution? Look at the grid below for some ideas. How will characters feel during each stage? You need to show the emotions through the vocabulary used - how can you tell what the characters are feeling, without saying 'she was upset'? You can include good vocabulary and actions. Create a storyboard of 6-8 boxes showing the plan of events for your own story problem build- up/climax/resolution.
Maths	Solve these bar graph problems – choose level 2 or 3. <u>https://mathsframe.co.uk/en/resources</u> <u>/resource/51/bar-charts</u>	Jasper went on his summer holiday to Greece. Sonia went on her summer holiday to Cornwall. Below is a line graph showing the highest daily temperature on each day of	Go to <u>https://mathsframe.co.uk/en/r</u> <u>esources/resource/111/itp-line-</u> <u>graph</u> . In the corner where it says 'data'	Complete the table below to show how the length of the day changes through the year. Remember to use a timeline to help work them out – you can't	below and answer the questions.

		their summer holidays. Use the	'temperature'. If you want	use columns when working with	
		graph to answer the questions.	more of a challenge, click the	time!	
			button that looks like a table to remove it. Then, look		
			at the graph carefully and write		
			down 5 facts that you can		
			determine from it. You could		
			include some calculations e.g.		
			the difference between the		
			highest and lowest		
			temperatures. Repeat for		
			'journey', 'height' and 'bath		
			time'.		
Foundation	Go to	Research <u>one</u> of these famous	Use the information and links	We have thought about plant and	Using information on these
subjects	www.ancientgreece.co.uk/dailylife/hom	Greek scholars or philosophers:	on these webpages to find out	animal adaptations. What	webpages and what you have
	e_set.html to find out about daily life.	Pythagoras, Socrates,	about ancient Greek battles and	adaptive trait might humans	learned, make a list of ancien
® 🚯 🔊	Click on the 'story' button to compare	Hippocrates, Plato, Aristotle or	wars:	evolve in the future? Draw a	Greek legacies that live on
U	the lives of Athenians and Spartans,	Archimedes.	http://www.ancientgreece.co.u	picture of a human with the	today. How have the ancient
	male and female.	Create a biography about them.	k/war/home_set.html	adaptive trait and then write	Greeks impact how we live
	Present a summary of the key findings in	Be sure to include:	www.bbc.co.uk/bitesize/topics/	about the advantages and	our lives today?
	any way you choose (piece of writing, a	Name	z87tn39/articles/zckr4wx	disadvantages of this adaptive	www.bbc.co.uk/bitesize/topic
	table, diary entries etc). Find out more	Year of birth		trait. E.g. gills because humans	s/z87tn39/articles/z8q8wmn
	about daily life in ancient Greece by	Education	Choose to either:	live underwater as no space on	www.historyforkids.net/legac
	clicking 'explore' and 'challenge'.	Main areas of expertise	a) Write a diary in role as an	land!	<u>y-of-ancient-greece.html</u>
		Discoveries, inventions or ideas	ancient Greek soldier		Rank them in order of
		Contribution to knowledge of	preparing for/following a		importance, based on their
		the world	battle		impact on how we live today.
			OR		Then, write a short
			b) A newspaper article		explanation, giving reasons,
			about a battle you have		for what you have chosen as
			read about		being the most important.

This week's spellings are: Year 5 – musical, political, accidental, mathematical, functional, tropical, professional, central, global, industrial This week's mental maths challenge is: Convert different units of time – seconds, minutes, hours

DADWAVERS = description, action, dialogue, where, adverbial, verb, estimation of time, rhetorical question, simile/metaphor **ISPACED** = -ing, simile, preposition, adverb, conjunction, -ed, dialogue





1. What was the temperature on day 4 of Jasper's holiday?	2. What was the temperature on day 1 on Sonia's holiday?
3. What was the difference in	4. How much warmer
temperature between Greece	was it in Greece than
and Cornwall on day 3?	Cornwall on day 7?
5. On which day was the	6. On which day did
temperature of Sonia's	the temperature in
holiday 21°C?	Greece decrease?

	Sunrise	Sunset	Day Length (in hours and minutes)	Day Length (in minutes)
January 21st	07:53	16:31		
February 21st	07:02	17:27		
March 21 st	06:01	18:15		
April 21 st	05:52	20:07		
May 21 st	05:00	20:55		
June 21 st	04:43	21:21		
July 21 st	05:09	21:04		
August 21st	05:56	20:10		
September 21st	06:45	19:01		
October 21st	07:35	17:54		
November 21st	07:29	16:04		
December 21st	08:04	15:54		

Bus Route - City Hall to Museum

Monday to Friday						
City Hall	Harris Ave	York Street	Holt Street	Museum		
Morning						
	6:30	6:35	6:38	6:45		
	7:10	7:15	7:18	7:25		
		7:50	7:53	8:00		
	8:20		8:30	8:35		
9:00	9:02	9:07	9:10	9:17		
9:45	9:47	9:52	9:55	10:02		
10:30	10:32	10:37	10:40	10:47		
Afterno	on					
12:00	12:02	12:07	12:10	12:17		
1:30	1:32	1:37	1:40	1:47		
3:00	3:02	3:07	3:10	3:17		
		3:30	3:35	3:40		
3:25	3:27	3:32	3:37	3:42		
	4:30	4:35	4:40	4:50		
	5:30	5:35	5:40	5:50		
	6:30	6:33	6:38	6:45		
	7:30	7:33	7:38	7:43		

		Saturday						
City Hall	Harris Ave	York Street	Holt Street	Museum				
Morning								
	7:30	7:33	7:38	7:45				
9:40	9:42	9:45	9:50	9:57				
10:50 10:52		10:55	11:00	11:07				
Afternoon								
12:05	12:07	12:10	12:15	12:22				
2:35	2:37	2:40	2:45	2:52				
	5:05	5:08	5:13	5:18				
	7:30	7:33	7:38	7:43				
	10:15	10:18	10:23	10:28				

Bus Fares (one way)				
Stops	Fares			
1	£1.80			
2	£2.50			
3	£3.50			

- **a** Which bus does Iqbal need to catch on Thursday from City Hall to be at York Street at 9:52 am?
- **b** Ali wants to be at Museum at 12:22 pm on Saturday. What time does she need to catch the bus at Harris Avenue?
- **c** Lauren travelled from York Street to Museum. How much change would she get from a £10 note?
- **d** Zac wants to travel from City Hall to Holt Street on Saturday morning. If he catches the 9:40 am bus, how long will his trip be?
- e Minh travels from City Hall to Harris Avenue, where he stops for lunch. Next, he travels from Harris Avenue to Museum. How much has he spent on bus fares?

Problem build-up	Climax	Resolution	Problem build-up	Climax	Resolution
Character wanders into the forest	Character gets lost	Character follows strange lights which lead them home	King's nephew is an evil wizard who wants to be king	Wizard tricks the king into eating a poisoned pear	King is saved by the kiss of a maiden with a kind heart
Witch casts a spell upon a character and they are turned into an animal	Character's friend finds the witch's house and steals spell book	Manage to collect ingredients and turn character back into a human	2 characters are on a boat when it capsizes on a river. They disturb a river troll	A river troll tells them that it will turn them to fish unless they answer a riddle. If they are right, they will turn the troll into a fish forever	The first character fails but the second character succeeds. They in turn ask the troll a riddle and turn it into a fish forever
2 characters find a magic waterfall but a strange creature warns them not to go behind it	2 characters go through the waterfall as they see something behind it that they want. They instantly begin to age at a rapid pace	The magic creature reappears and offers them 3 wishes which they cannot use on themselves. They each wish that the other was on the other side of the waterfall and with the last wish they ask that the waterfall should dry up forever	Prince/princess is given a gift on their 16 th birthday. When they open it they find a key to a door of a locked room in the castle.	When they open the door, they find a bird in a locked cage. They find a note to say they need to do several tasks to free the bird.	They complete the tasks and the bird turns into a fairy who has been trapped in the cage by a wicked witch. The fairy grants a wish in return.
Character is captured by a night dragon and they need to be rescued	The character's friends each try to rescue the main character but they all fail and end up stuck in the dragon's cave	The last friend lures the night dragon into the sunlight where it turns to dust and the characters escape			