


	English <i>Five Children and It</i>	Maths	Topic
1.	<p>Reading</p> <p>Read through the extract, <i>Five Children and It</i> and answer the comprehension questions in full sentences. Please remember to use the correct punctuation and write in joined handwriting. Once completed mark your own work and do corrections.</p> <p>Challenge: Go through the text and circle any words you do not know. Find out the meaning of the words and then find synonyms and antonyms for those words.</p> <p>If you know the meaning of all the words, chose 5 words and find out the synonyms and antonyms for the words you chose. Write sentences using the new words you found.</p>	<p>1a. Test-Yourself-Tastic</p> <p>Complete the mental arithmetic maths sheet and write down how long it took you to complete.</p> <p>All groups.</p> <p>After you have completed it, mark your work and do corrections.</p> <p>Challenge: Create a revision booklet for maths to help you and others remember what method to use and when. Include the four operations, fractions, percentages and decimals. Tell people the methods you use to work out calculations and give examples.</p>	<p>Music</p> <p>Log onto Charanga using your login details.</p> <p>Listen to Classroom Jazz and complete Step 1. Answer the questions in listen and appraise in your books.</p> <p>Challenge: Can you find out all about Jazz? When it started? Why it started? What makes jazz different from other musical genres?</p>
2.	<p>Reading and Writing</p> <p>Read through the extract and underline all the words and phrases that describe the Psammead's appearance.</p> <p>Copy the words and phrases you have found about each of the Psammead's body parts into the table. For example, put all of the words and phrases describing the Psammead's eyes into one box.</p> <p>Use the descriptions you have found to help you make sketches of the Psammead's body parts.</p> <p>Put the sketches together to create your own full portrait of the Psammead!</p>	<p>Reasoning</p> <p>Maths 24</p> <p>Object of the game: Make the number 24 from the four numbers shown. You can add, subtract, multiply and divide. Use all four numbers on the card, but use each number only once. You may use the answer from a calculation. You do not have to use all four operations. All number nines have a red centre, so you can tell a nine from a six. The dots on the card indicate the degree of difficulty. The example card is an easy card.</p> <div data-bbox="736 1264 938 1444" data-label="Image"> </div> <p>For example:</p> <p>$4 \times 3 = 12$</p> <p>$12 \times 2 = 24$</p> <p>$24 \div 1 = 24$</p>	<p>Task for the week</p> <p>Can you learn a new skill, like either sign language, learning a new language, doing a cookery course or basic CPR?</p> <p>Find out what courses are available to you and learn to do something new. Upskill yourself during this time.</p> <p>Talk to your parents about it before you sign up.</p>

		<p>Can you solve the following cards and explain how you did it?</p> <div></div> <p>Challenge: Can you create your own and give them to someone in your family to work out?</p>						
3.	<p>Research and Writing</p> <p>The Psammead, or sand-fairy, is an example of a fantasy creature. Find another example of a fantasy creature in either a book at home or off the internet. Create a fact file about the creature, including its' appearance, habits, diet, and powers or skills.</p> <p>Step 1: Research mythical or fantastic creatures.</p> <p>Step 2: Decide on one and research in more depth. Make notes about it, it can be either in the form of a mind map or key words one underneath the other.</p> <p>Step 3: Plan your fact file and create a rough version.</p> <p>Step 4: Edit your fact file.</p> <p>Step 5: Write your fact file out in neat. This is your final version.</p>	<p>Reasoning</p> <p>Palindromes</p> <p>Think of a three-digit number. Reverse the digits to generate a second number. Subtract the smaller from the larger. Reverse the digits again. Add the two new numbers.</p> <p>e.g.</p> <table><tr><td>341</td></tr><tr><td>143</td></tr><tr><td>198</td></tr><tr><td>891</td></tr><tr><td>1089</td></tr></table> <p>Do you always get 1089? If so, why? Explain your reasoning.</p> <p>Challenge: Try with 2, 4 and 5 digit palindromes.</p>	341	143	198	891	1089	<p>PE</p> <p>Have a look at Joe Wicks daily workouts or go for a walk and see how long you can walk until you need to rest! If you have a bike then go out on a bike ride,</p>
341								
143								
198								
891								
1089								
4.	<p>Writing</p> <p>Time-travelling story: The famous children's author Jacqueline Wilson has written her own version of this book, called Four Children and It. She set her book in the present day, and the children in her book were a family of</p>	<p>4a. Data collection</p> <p>Find out which fantasy creatures your friends chose to do a fact file on. Using this information to create a tally chart. Once you have created a tally chart, show this as a bar chart. Use the</p>	<p>Topic – Ancient Kingdoms</p> <p>You are going to research ancient kingdoms of the world, besides the ancient kingdom of Benin.</p> <p>Step 1: Research and make notes about each one.</p>					

	<p>step- and half-siblings. It is your task to write your own version of the extract where the Psammead is discovered for the first time – but in a different time period. You could choose to set your story during World War Two, or the Elizabethan era – or even the Iron Age! You must ensure that you put clues into your story to indicate the time period it is set in – this might be the characters’ clothes, or the vocabulary they use, or the things the characters talk about. When you have finished writing your stories, ask someone in your household to read it over. Can they find the clues in your story to work out when it is set?</p> <p>How to tackle this task:</p> <p>Step 1: Cold write.</p> <p>Step 2: Research different time periods in history and choose one that you enjoy.</p> <p>Step 3: Find out what it was like back then, the food they ate, the clothes they wore, the living standards and arrangements and any interesting facts.</p> <p>Step 4: Write your own version of the extract where the Psammead is discovered for the first time, but it must be written in the time period of your choice.</p> <p>Step 5: Edit your work.</p> <p>Step 6: Write out your final version. This is your neat version.</p>	<p>sheets to help you. You must ask at least 5 friends.</p> <p><u>Answer the following questions:</u></p> <p>Which creature is the most popular? How do you know?</p> <p>Which creature is the least popular? How do you know?</p> <p>Challenge: Can you work out the mean, median and mode of your chart?</p>	<p>Step 2: Chose two and research them in more detail.</p> <p>Step 3: Compare and contrast each kingdom. What is the same and what is different about each one.</p> <p>Step 4: Present your findings in any way you would like, for example: as a poster, fact file, Power Point presentation.</p> <p>Challenge: Find out all you can about mythical kingdoms that may have existed.</p>
5.	<p>Word of the Week and Spelling Shed</p> <p>This week’s word is, luculent. Write down the definition of the word. Write a sentence using the word and then find three synonyms for the word and one antonym.</p> <p>Spelling Shed: Practise the rule</p>	<p>Times Tables Rock Stars</p> <p>Log in to TTRS and have some fun learning your times tables.</p> <p>Can you challenge your friends or even your teacher?</p>	<p>Topic – D&T</p> <p>Design and Create</p> <p>It is now time for you to design your own fantasy creature. Use the Psammead as an example.</p> <p>Step 1: Design</p> <p>Draw your own creature and think about how you are going to make it and what materials you will be using. You will have to use materials you</p>

	<p>Remember there is a 'Hive Game' on a Monday and a rematch on a Friday. The code for the 'Hive games' will be sent on Marvellous Me.</p>		<p>have around you in your house. Remember to give it a name.</p> <p>Step 2: Create your fantasy creature Make your fantasy creature using the materials you decided to use.</p> <p>Step 3: Evaluate Critically look at your creature, is this what you wanted the creature to look like? Are the materials you used good enough? Can you use different materials? Can you swop and use another material?</p> <p>Step 4: Recreate your fantasy creature, as your final version.</p>
--	--------------------------------------------------------------------------------------------------------------------------------------------	--	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------