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| **Suggested year group** | **Good morning, all!**  **Here are today’s tasks, activities and challenges. Science will be the wider curriculum subject that we will explore a little more today.**  **As I mentioned yesterday, the wider curriculum activities will be a little shorter in length this week to give time for the pupils to carry on with any optional presentations started on Friday. The details for these are given below.**  **Tomorrow I will suggest a few project ideas for the different wider curriculum topics, as I am aware that some children like the idea of exploring the topics through an ongoing project.**  **Please remember, these tasks are NOT compulsory. If your children are responding particularly well to any of the resources on offer, then feel free to explore similar resources across the two websites – or of course continue to follow the teasks set by the class teachers.**  **Many thanks for your support at this time.**  **Katy Kent** |
|  | **A reminder of the ongoing presentation project set on Friday 19th June:**  For the **KS1** pupils, it would be great if they could create a short video (one or two minutes long) in which they read, show or talk about their work to an imagined audience who might watch the video and learn from it. The pupils can choose anything to present: art work, Lego models, writing, toy collections, pets.  Try to speak clearly and in detail, KS1!  I would very much like to see some of the presentations on Class Dojo.  For **KS2** pupils, it would be great if they could create a Powerpoint presentation for an imagined audience. The pupils can choose anything as the subject of their presentation. It could of course be about one of their current wider curriculum topics (as listed at the top of previous home learning task sheets), or it could be about any topic of their choosing: football, martial arts, nail art, High School Musical (my daughter!), pets, chocolate – anything!  When finished, the pupils could be encouraged to share the presentation with another family member, reading it themselves in a clear, confident and engaging voice. |
| **Reception** | **Maths – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/creating-patterns-with-shapes> In this lesson, we will be making and spotting different repeating patterns.  **Maths Warm Up**  <https://www.bbc.co.uk/cbeebies/puzzles/numberblocks-number-magic-quiz-level-1> Play this quiz and find the correct answer for each of the Numberblocks.  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/jack-and-the-beanstalk> In this lesson, we will listen to the story Jack and the Beanstalk. We will design our own beanstalk and think about what it looks like. |
| **Year 1** | **Maths – lesson 2 of 10**  <https://classroom.thenational.academy/lessons/to-measure-lengths-using-non-standard-units> In today’s lesson we will be exploring measuring a range of household objects using non-standard units such as our hands.  **Maths Warm Up**  <https://www.topmarks.co.uk/learning-to-count/helicopter-rescue> This is a good resource to help your child get used to the 100 square. The most challenging activities are to be found by selecting ‘count on and back’.  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/to-commit-a-story-to-memory-c1a5e7/> Today we will be drawing our story map to help us remember the story of The Tiger who came to Tea.  **Wider Curriculum – Science**  <http://flash.topmarks.co.uk/2264> Some good interactive activities reminding pupils of the key features of plants and how to grow them and care for them. You will have to enable Flash to use this resource. If your computer does not allow the game to load, click on the circled ‘I’ in the web address bar and enable Flash. |
| **Year 2** | **Maths – lesson 2 of 7**  <https://classroom.thenational.academy/lessons/to-identify-right-angles-in-shapes> In this lesson, we will learn what a right angle is and identify right angles in 2-D shapes.  **Maths Warm Up**  <https://www.topmarks.co.uk/maths-games/hit-the-button> This is a very useful and large resource to encourage the pupils to increase their speed when recalling times tables, division facts, number bonds and (something that quite a few pupils find tricky) doubles and halves. The children should aim to get quicker every time they play.  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/the-firework-makers-daughter-to-make-inferences-f6c103>In this lesson, we will continue to make inferences from Chapter One of The Firework Maker’s Daughter.  Parents, I know that **The Firework Maker’s Daughter** is a rather challenging text for some Year 2 pupils, so feel free to try the Year 1 tasks for this week or I will give alternative BBC Bitesize tasks each day:  <https://www.bbc.co.uk/bitesize/articles/zfmtpg8> Today you will try to be able to order events in the story and explain your opinion of the book *Funnybones*.  **Wider Curriculum – Science**  <http://flash.topmarks.co.uk/2264> Some good interactive activities reminding pupils of the key features of plants and how to grow them and care for them. You will have to enable Flash to use this resource. If your computer does not allow the game to load, click on the circled ‘I’ in the web address bar and enable Flash. |
| **Year 3** | **Maths – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/to-identify-angles-inside-2-d-shapes> In this lesson, we will review what an angle is. We will begin to explore various angles that are found inside 2-D shapes before noticing patterns between the number of sides and the number of angles.  **Maths Warm Up**  <https://www.bbc.co.uk/teach/supermovers/ks2-maths-the-8-times-table-with-filbert-fox/z4mrhbk> Leicester mascot, Filbert Fox has a song and movement routine to help you learn the 8 times table.  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/poetry-reading-comprehension-inference> In this lesson, we are going to explore inference questions using a poem.  **Wider Curriculum – Science**  <http://flash.topmarks.co.uk/4013> I have used this game for many years to show how important sunlight, heat and water are to the growth of a plant. Keep an eye on the water and heat levels, you lot! If you help the plant to grow well, then you get to see what happens when you remove light, heat and water. What do you think will happen? You will have to enable Flash to use this resource. If your computer does not allow the game to load, click on the circled ‘I’ in the web address bar and enable Flash. |
| **Year 4** | **Maths – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/shape-and-symmetry-to-identify-right-angles> In this lesson, you will recap on the names of different types of angles. We will be looking specifically at right angles today and exploring where they can be found.  **Maths Warm Up**  <https://www.bbc.co.uk/teach/supermovers/ks2-maths-the-12-times-table-with-chirpy-cockerel/z7v7rj6> Tottenham Hotspur mascot, Chirpy Cockerel has a song and movement routine to help you learn the 12 times table.  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/poetry-reading-comprehension-language> In this lesson we are going to explore language using a poem.  **Wider Curriculum – Science**  <http://flash.topmarks.co.uk/4013> I have used this game for many years to show how important sunlight, heat and water are to the growth of a plant. Keep an eye on the water and heat levels, you lot! If you help the plant to grow well, then you get to see what happens when you remove light, heat and water. What do you think will happen? You will have to enable Flash to use this resource. If your computer does not allow the game to load, click on the circled ‘I’ in the web address bar and enable Flash. |
| **Year 5** | **Maths – lesson 2 of 10**  <https://classroom.thenational.academy/lessons/decimals-to-represent-multiplication-and-division-by-10-100-and-1000> In our second lesson on decimals, we will be combining out knowledge on place value, multiplying and dividing by 10, 100 and 1000 and unit conversions from earlier in the term to solve decimal related problems.  **Maths Warm Up**  <https://www.topmarks.co.uk/maths-games/rocket-rounding> This is a good way to practise some rounding skills. You can make it more difficult by removing the number line or by using larger numbers or decimals.  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/persuasive-letter-reading-comprehension-word-meaning> In this lesson, we are going to clarify word meaning.  **Wider Curriculum – Science**  <http://flash.topmarks.co.uk/4055> Follow the instructions at the top of the screen and explore how to make different circuits. Be careful not to ‘blow’ the bulb! Click the ‘diagram’ button at the bottom to see what your circuit would look like when shown as a circuit diagram. Which symbol represents which component? What does a bulb look like? A switch? You will have to enable Flash to use this resource. If your computer does not allow the game to load, click on the circled ‘I’ in the web address bar and enable Flash. |
| **Year 6** | **Maths – lesson 2 of 10**  <https://classroom.thenational.academy/lessons/understanding-equivalence> In today’s lesson we will be identifying equivalence using pictorial representations of fractions, then numerical representations and finally simplify fractions.  **Maths Warm Up**  <https://mathsframe.co.uk/en/resources/resource/546/Match-the-Maths-Wall> Mr P has to admit that he had fun playing this game! Select a skill you need to practise, answer some questions and then make the shape to fit through the wall. It’s frustrating but mathematically addictive!  **English – lesson 2 of 5**  <https://classroom.thenational.academy/lessons/letter-of-complaint-reading-focus-b88239> In this lesson, we will make inferences and support them using evidence from the text.  <http://flash.topmarks.co.uk/4055> Follow the instructions at the top of the screen and explore how to make different circuits. Be careful not to ‘blow’ the bulb! Click the ‘diagram’ button at the bottom to see what your circuit would look like when shown as a circuit diagram. Which symbol represents which component? What does a bulb look like? A switch? You will have to enable Flash to use this resource. If your computer does not allow the game to load, click on the circled ‘I’ in the web address bar and enable Flash. |
| **Extra Tricky Maths Challenges! These all encourage creativity, experimentation and a methodical approach.**  **Years 1 and 2 -** <https://nrich.maths.org/5648>This challenge encourage working methodically and with a system.  **Years 3 and 4** - <https://nrich.maths.org/141> This activity encourages creativity and experimentation. It might be easier to cut up a square of paper, rather than use the interactive program on the screen.  **Years 5 and 6** - <https://nrich.maths.org/1054> Read the description very carefully! You will need to make notes on paper as you go. | |
| **Other websites and games to explore:**  [**https://www.topmarks.co.uk/**](https://www.topmarks.co.uk/) - I have used this website for some of the warm-up games today. There is an easy-to-use search engine that suggests games, activities and programs for all subjects and ages.  [**https://www.topmarks.co.uk/maths-games/hit-the-button**](https://www.topmarks.co.uk/maths-games/hit-the-button) - From the Topmarks website, this is a popular way of practising times tables, addition and subtraction, number bonds and doubling and halving.  [**https://www.bbc.co.uk/bitesize/collections/primary-games/1**](https://www.bbc.co.uk/bitesize/collections/primary-games/1) – There are some games here we have used already, but they are well worth exploring a little more, as some of them are useful for learning about the wider curriculum. The subject the game relates to is listed below the game’s image.  **A special KS2 mention:**  **\\DMC-3008-01\users$\Desktops\jpurshouse\Desktop\images.jpg**  [**https://amanita-design.net/questionaut/**](https://amanita-design.net/questionaut/) I hereby present **Questionaut**! It is an absolutely wonderful, charming, challenging and memorable KS2 game, which poses questions about English, Maths and Science. The level designs are wonderful, and the pupils have to solve a puzzle to unlock the questions from that level. Years 5 and 6 can play this independently, whereas Years 3 and 4 might need a little assistance (and a calculator for the trickier maths sums!). I hope you love it!  The game appears small on the screen, so zoom in on the web page to about 150%. | |