Bramhope Primary School	- Home Learning Grid	Year: 6	Date: w/	c 29.6.20
English – Reading  Can I answer reading comprehension questions about the story of Red through summarising, questioning, clarifying meaning and predicting.	English – Writing  Can I practise having a go at writing a tale of fear?  postbox@bramhopeprimaryschool.co.u k  Post	Use your vocabulary knowledge and a dictionary to write definitions of unfamiliar words. Can you then put them in a sentence?	English – Grammar  Can I analyse how fear is used in writing using punctuation, description and metaphors?	Science Michael Faraday, a British physicist and chemist, discovered that moving a magnet near a coil of copper wire produced an electric current in the wire. This week you should research why this was an important discovery.  Home discussion  What do you use electricity for and how long could you go withou it?  How could you create electricity?
Maths - Fluency White Rose Week 10  https://whiterosemaths.com/homelearning/year-6/ Lesson 1 Introducing the ratio symbol	Maths - Problem Solving and Reasoning https://www.mathsisfun.com/numbers /fibonacci-sequence.html	History/Geography Rio De Janeiro is a well- known tourist attraction. Can you identify why people on holiday there and what activities they can take part in?	RE Hinduism  Hindus worship God in many ways. This week, you will learn about one celebration of God in the form of the Goddess, Durga.	PHSE Lost but not lost  This week, we will look at how to overcome challenges at secondary school and who you can trust to help you.

(See PowerPoint)

**Lesson 2** Calculating ratio

**Lesson 3** Using scale factor **Lesson 4** Ratio and prportion problems

**Lesson 5** Challenges





(Use see PowerPoint and activity instructions uploaded).

# Computing

E-Safety

Follow this link to watch Kara and the Smart Crew episode 3
This episode looks at gambling and clans with gaming online.

https://www.childnet.com/resource s/the-adventures-of-kara-winstonand-the-smart-crew/chapter3

### **Hour of Code – Minecraft**

Using block programming, follow the instructions to create the

# Spanish

Over the next 3 weeks, you are going to write sentences to describe your village; what it's got, what it hasn't got, where places are etc.
Use the PPT to help with this task.

# Music BBC Ten Pieces

### **Florence Price**

LC Can you compose a piece of music?

Read the musical terms.

Watch the orchestral performance.

https://www.bbc.co.uk/teach/ten-pieces/classical-music-

# Art/DT

Shape Challenge

I have given you a shape on a piece of paper. Your challenge, should you choose to accept it, is to make it into something. It is not your skill that's important here, but your imagination! You can either print out the provided sheet or draw it onto paper. Good luck and have fun!

#### PΕ

This week you should practise striking, can you develop an effective and consistent action to strike the ball?

Remember to use the skills from the last two weeks to warm up.

https://youtu.be/AfYM6R ZUERg

different Minecraft worlds. <a href="https://code.org/minecraft">https://code.org/minecraft</a>	florence-price-symphony- no1/z48rscw	
Once you have completed the activities, we expect you to be able to re-create your own distinct Minecraft world using the different event blocks.	Activity: Use the attached worksheet to create a composition. The animal pictures all have different rhythms which match with their name.	
	Fish – 1 beat note (crotchet)	
	Frog – 2 beat note (minim)	
	Tadpole – 1 beat note split into 2 notes (quavers)	

# **Whole School Writing Project**

Please see the school website for information on **Awesome Animals**. This is a 3 week, **whole school writing project** (finishing on 3rd July). During the project, pupils will learn to write a page for an information book about animals. We will then be creating a gigantic book of animal facts for everyone to enjoy. Finally, pupils will help create a quiz which they and all their friends can take part in. Don't worry if you haven't started yet. There is still plenty of time to join in.