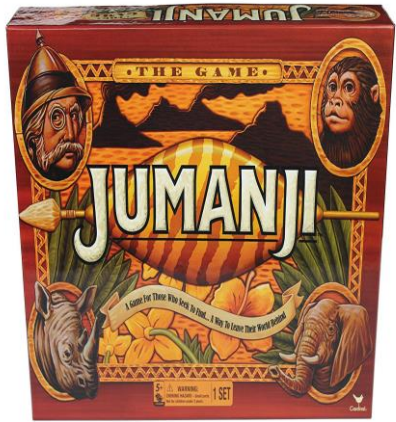


English – Reading
 Read the story of The Game. Can you predict what will happen?
 What do you like or dislike about the story?



English – Writing
 Read the story of The Game. Look at the problem in the story.
 Write your own problem set in a classroom, based on a game that goes wrong. What will happen to the children and the teachers?



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English - Spelling
 Use your vocabulary knowledge and a dictionary to write definitions of unfamiliar words.
 Can you then put them in a sentence?

English – Grammar
 Use the techniques to improve your sentence structures.

- relative clauses
- Imitation
- use of adjectives and powerful verbs

Science
Discovering famous scientists
 This week you will be studying the life and works of British ethologist and conservationist, **Jane Goodall**.

Home discussion
 How can we live in harmony with nature?
 Can you create artwork to show what her typical day might be?
 Which species would you like to study?

Maths - Fluency
White Rose
 Week 10
<https://whiterosemaths.com/homelearning/year-5/>

Maths - Problem Solving and Reasoning
Nrich plant puzzle
<https://nrich.maths.org/36>
Mathletics

History/Geography
 In geography this week, you will be learning about the lives of people living in city of

RE
Festivals
 Watch how Sikhs remember a story from the life of the

PHSE
 Jobs
 What jobs are available?
 How much are jobs worth?

<p>Lesson 1 - Subtracting decimals with the same number of decimal places Lesson 2 - Subtracting decimals with a different number of decimal places Lesson 3 - Multiply decimals by 10, 100, 1000 Lesson 4 - Divide decimals by 10, 100 and 1,000</p>	<p>Autumn statistics Using Timetables Interpreting Data Tables Line Graphs: Explanation</p>	<p>Rio de Janeiro. You will then compare the lives of people living in Rocinha and in Barra di Tijuca. (Please see PowerPoint and activity instructions uploaded).</p>	<p>Tenth Guru, who is called Guru Govind Singh, and lived over 300 years ago in India. Festivals are a way of showing our identity. Our identities are who we think we are, and can include our friends and family, values, beliefs and behaviours that we think are important. Imagine Simran's identity as a jigsaw: can you draw into this jigsaw six things about her life, and label your drawings? Make a jigsaw that shows six things about you – maybe things to do with family, festivals, your beliefs, favourite places, songs or films, pets – all the things that matter most to you. Label your drawings in detail.</p>	<p>What job would you like to have? What influences your job choice?</p>
<p>Computing Follow this link to watch Kara and the Smart Crew episode 2 "What is reliable?" This episode looks at search engines. It examines how we search for information and how reliable that information is. https://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew</p>	<p>Spanish You are going to draw and label a map of a village and include all the places we have been learning in our vocabulary list. You can also include 3-5 things that you would like to have in your dream village. It might be a cinema, a football stadium, a gaming studio, a library. I've put some of the Spanish vocabulary on the ppt or you can look words up on Word Reference.</p>	<p>Music BBC Ten Pieces <u>Ludwig Van Beethoven</u> L.C Can you complete a graphic score? Read the musical terms. Watch the orchestral</p>	<p>Art/DT <u>Origami Frog Hopper or Butterfly</u> Have you noticed the butterflies that have begun to flutter excitedly around your garden? Or have you been lucky enough to spot a frog hopping through the undergrowth? Have a look at the instructions provided and see if you can make</p>	<p>PE Building on your fielding skills, this week you should work on your bowling. What the short video below and try the tasks. You can also continue to practise the skills from last week. https://youtu.be/ceg-9Y_0dfk</p>

[crew/chapter2](#)

Artist Activity

Using block programming, follow the instructions to create different works of art.

<https://studio.code.org/s/artist/stage/1/puzzle/1>

For UKS2, make sure you are confident using the loops when programming so that you use as few blocks of code as possible.

<https://www.wordreference.com/es/translation.asp>

Colour in your map.

performance.

<https://www.bbc.co.uk/programmes/p02b59ld>

Did you like the film?

- Did you like the music?
- How do you think Beethoven would have felt not being able to hear his own music?

Can you draw what you are hearing?

Graphic scores are a way in which we can write music without having to write musical notes. You can use shapes and symbols in your graphic score to represent an instrument. Here is an example below using a drum, triangle and hands.



(Please see PowerPoint uploaded).

your own origami butterfly or frog hopper.

Please see the school website for information on **Awesome Animals** (also see information in attached pdf). 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.