Bramhope Primary School - Home Learning Grid		Year: 6	Date: w/	Date: w/c 22.6.20	
English – Reading Compare two versions of Little Red Riding Hood. Read the story of Red and watch the version called Chaperon Rose. https://www.literacyshed.com/chap eron-rouge.html	English – Writing Create your own ordinary setting and then make something extraordinary happen. How can you build tension?	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 techniques such as show not tell, metaphors and personification to make your writing more effective.	Science 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 9 https://whiterosemaths.com/homel earning/year-6/ Lesson 1 Area and Perimeter Lesson 2 Area of triangles	Maths - Problem Solving and Reasoning Calculator Crunch Y6 maths transition unit https://mei.org.uk/Primary-KS2-3- Transition	History/Geography in geography this week, you will be learning about the lives of people living in city of Rio de Janeiro. You will then compare the lives of people living in Rocinha and in Barra di Tijuca.	RE Festivals Watch how Sikhs remember a story from the life of the 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	PHSE Making changes What changes will you be making when you go to secondary school? (See PowerPoint)	

Lesson 3 Area of parallelograms Lesson 4 Volume Lesson 5 Challenges Computing Follow this link to watch Kara	Spanish You are going to draw and label a map	(Please see PowerPoint and activity instructions uploaded). Music BBC Ten Pieces	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. Art/DT Origami Frog Hopper or Butterfly	PE Building on your fielding
"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/chapter2	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. https://www.wordreference.com/es/tr anslation.asp Colour in your map.	Ludwig Van Beethoven L.C Can you complete a graphic score? Read the musical terms. Watch the orchestral performance. https://www.bbc.co.uk/progr	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 your own origami butterfly or frog hopper.	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_Odfk

ammes/p02b59ld **Artist Activity** Using block programming, follow the instructions to create different Did you like the film? works of art. https://studio.code.org/s/artist/stag •Did you like the music? e/1/puzzle/1 •How do you think Beethoven For UKS2, make sure you are would have felt not confident using the loops when being able to hear his programming so that you use as few own music? blocks of code as possible. 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 (Please see PowerPoint

uploaded).