Valley Primary School

A Member School of Connect Schools Academy Trust

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Year 6 - Home Learning - Week Beginning 30.11.2020

Hello Year 6,

Here is this week's Home Learning Pack. If you have written, made or created something you are particularly proud of then we would love to see a photo of it! You can send **up to 2 pieces of work per week** to your **class email address** and Ms Mednick or Miss Mole will comment on it or send you a certificate for your brilliant work.
6nm@valley.bromley.sch.uk or 6rm@valley.bromley.sch.uk

We will not be able to mark each piece of work you carry out at home but expect you to self-assess using the given answers or top-ticks when necessary.

If you have any questions, you can email us and we will help. We will also communicate with you via PurpleMash at times, so be sure to check your messages just in case!

We hope to see you soon and we look forward to seeing what work you've produced.

Miss Mole, Ms Mednick and Mrs Jones.

Reading	1) Complete the book which was set on Bug Club and the comprehension questions that go with it. 2) Read for at least 15minutes per day. After you have read, write three retrieval, three inference and three vocabulary questions; they should require a range of 1, 2 and 3 mark responses. Make sure you also write the answers to your questions. For ideas on the types of questions you should ask, use the Big Reading Trump Cards to help you. You could even challenge someone in your family to answer your questions! Did they use Point, Evidence, Explain properly?
English	Session 1- **Can I write a character description?** Watch and complete the 10 Minute Challenge from Derek Landy. He wants you to create your own character by choosing opposing personality traits. https://authorfy.com/10minutechallenges/

Once you have completed your 10-minute challenge, spend time, as you would in class, using your targets to write a character description. We want to know what they look like, their personality traits and interests. Your targets can be found at the end of this document.

Session 2- **Can I plan a short narrative about the day I met the character I invented?**
Using the following bullet points as a guide, plan a short narrative about you meeting the character you invented in the last session.

- Where did you meet? Describe the scene using your five sentences.
- Why were you there? (Was it a normal day? Had you been drawing the character and they came to life? Did they visit school?)
- What were your first impressions/thoughts/feelings?
- How did you meet? (Consider how you approached your character, or how they approached you- were you lost? Did they try to scare you? Were they creating havoc? Were they performing in a show?)
- What did you do?

Session 3 – **Can I write a short narrative about the day I met my character?**
Using your writing targets and plan, write a short narrative about the day you met the character you invented. Your targets can be found at the end of this document.

DEREK LANDY

Derek Landy challenges you to create an original character by selecting opposing personality traits

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Maths

Practise your times tables every day for 10 minutes. You can do this verbally or by writing them out on paper. You should also know all division facts up to $144 \div 12 = 12$ fluently and out of order.

e.g $4 \times 8 = 32$ $42 \div 6 = 7$ $7^2 = 49$ $80 \times 30 = 2,400$
You could do this using www.timestables.com

Or

https://www.topmarks.co.uk/maths-games/hit-the-button

On the Year 6 Home Larning Tab, there is a Maths pack for you to work through. It focuses on ordering and comparing fractions.

Session 1 – Multiples and Factors Revision

Session 2 – Simplifying fractions and finding equivalent fractions

Session 3 – Ordering and comparing fractions

At the end of the pack, there are some Reasoning – style questions for you to try if you're feeling confident or found the skill-based lessons easy. We will revise these skills in school once we return, so just try your best!

Session 4 - Use https://myminimaths.co.uk/year-6-arithmetic-practice-papers/ to practice your arithmetic.

Complete the Week 2 test and use the mark scheme to mark your answers.
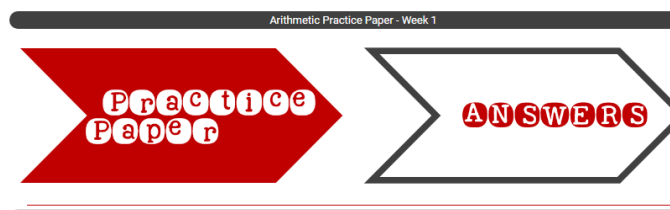
Extra – Use IXL to continue to practise and gain confidence in the skills you have revised this week. We don't expect you to complete each sections, but you should practise for at least 30 minutes over the course of the week.

Level G – Fractions and Mixed Numbers

- **J.10 -** Compare fractions and mixed numbers
- **J.11 -** Put fractions in order

Spellings, Punctuation and Grammar

1) Under the Year 6 Tab, there is a new set of spelling words for you. Complete the sheet and use one of the methods we've shown you in class to learn the spellings: rainbow method, pyramid method, 'Look Cover Spell Check'.

As we do in school, consider the word ending we are studying this week. Which graphemes are they and which phonemes do they represent? Are they representing a long or short vowel sound? How are they written: digraph, split digraph, trigraph...?

2) You should also use a dictionary to help you discover the definition of each word and write your own sentences using each word in context.

	Extra Challenges 1) Investigate words which belong to the same word family as those on your spelling list and their etymology. e.g. gratitude and grateful 2) Do prefixes or suffixes change the meaning of any of the words on your list?
IPC	Art Read through the PDF about the Benin Bronzes. Task 1: Choose three of the Bronzes you have seen in this PDF and explain what you can see in each bronze. Task 2: Plan your own Benin Bronze. What images will you put on it? What will each part represent? Will you have any decoration in the background? When we are back together again, we will be making our own clay versions of our Benin Bronzes.
German	This week we will be learning days of the week. Link into **Linguascope - Elementary - Wochen** To access these resources, please follow the steps below: 1. CONNECT: www.Linguascope.com 2. LOG IN: valley1 Password: german20 If you find it easier to learn through a song, please visit: https://www.youtube.com/watch?v=A7JPo9baLnQ If you have any questions or work to share contact Mrs Mehmed at: german@valley.bromley.sch.uk
Computing	In school, you designed a game. Log into PurpleMash to create your game over the next two weeks. Below are the links to the videos and example we looked at. https://www.purplemash.com/mashcontent/applications/code/videos/2codevideos/tabs.mp4

	(This game will give you some ideas) At the end of this document, you will find some steps to help you.
Science	In school, we planned a Science investigation: **<u>Can I plan an investigation to see how long it takes for my heart rate to return to normal after exercise?</u>** We'd like you to have a go at this yourself. You do not need to record your whole investigation, but should record your results in a table. Below is the basic outline of what your investigation should look like (you may need a partner or an alarm to help you time whilst you count your beats per minute). 1) Find your resting heart rate (this is usually around 80 BPM) 2) Exercise for 1-2 minutes. You can choose an activity which is appropriate for the space you have e.g. push ups, sit ups, star jumps, laps of the garden, trampolining, dancing on the spot... 3) After exercising, count your heart rate and record BMP every 1 minute until your heart rate returns to normal. Optional Challenge – If you want to, write up your investigation with a conclusion that clearly summarises your results. You could even try to draw a line graph, or create one online to show your results.

We will be monitoring pupils' progress online and we will be able to give you feedback on your Purple Mash work, as well as corresponding with the year group via email updates.

Suggested weekly timetable

|	15 min	20 min	45 min	45 min	15 min	1hr	
Monday	Daily Reading Of your own book	IXL & x Table Practice	Writing- Session 1	Maths	SPAG Practice	Computing	
Tuesday	Daily Reading of your own book	IXL & x Table Practice	Reading Bug Club/Trump Card Questions	Maths	SPAG Practice	IPC - Art	
Wednesday	Daily Reading of your own book	IXL & x Table Practice	Writing- Session -2	Maths	SPAG Practice	German	
Thursday	Daily Reading of your own book	IXL & x Table Practice	Reading Bug Club/Trump Card Questions	Maths	SPAG Practice	Science	
Friday	Daily Reading of your own book	IXL & x Table Practice	Writing- Session -2	Arithmetic	SPAG Practice	IPC- Art	Computing

Year 6 framework criteria

YEAR 6	
Check key spellings	
Conjunctions (coordinating and subordinating)	
Fronted adverbials	
Modal verb	
Expanded noun phrase	
Relative clause	
Appropriate use of commas	
Accurately punctuated speech	
Parenthesis (dashes, commas, brackets)	
Semi-colon, dash or colon	
Passive voice	
Colon to introduce a list	
Hyphen	
Accurate range of verb forms	

Computing Guides

1. The following example adds a timer which will count down from 30 to 0. This can be useful in a game with a time limit

2. In design view, add a text object and double click on it to change the text to something sensible like 'Time left (s)'

3. Add a number object and change its name to something descriptive such as 'TimeLeft'

4. Exit design view and create a number variable called 'Timer', set it to 30.
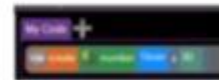
5. Next set the TimeLeft number (on the screen) to the Timer variable to display it on the screen.

6. Now add the code to change the Timer variable each second and display the time left in the TimeLeft number object.

7. Also add code that tells the player the final score when the timer is on 0. This is also where you can report the final score.

Adding a score pad

1. In design view, add a text object and double click on it to change the text to something sensible like 'Score'.

2. Add a number object and change its name to something descriptive such as 'CurrentScore'.

3. Exit design view and create a number variable called 'score' which is set to 0 to store the current score in.

4. You will need to add some code to increase the score by 1 (or whichever score you wish) when the player does something. Then add some code to update the CurrentScore object to the correct score. In the following example, the player gets a point when they click on the object 'Apple'.