Wednesday 25th March

Good morning Year 5 – welcome to Wednesday. Halfway through our first week ☺

I am missing you all already but I hope that I am keeping you busy. I bet you miss hearing 'Partner voices 🙈 Year 5!' Anyway, here we go:

English

L.O. I can plan a story to the prequel Hunted using the text for information.

1. Read 'Hunted'

- What do you like about the story? Is there anything that you dislike? What patterns did you notice? Are there any puzzles?

2. Think about 'Unanswered Questions'

Read the *Unanswered Questions*. Make up answers to these and write your answers as clear sentences.

3. Now to plan a story

Use the *Storyboard* to plan a prequel to the story *Hunted*.
A prequel comes before the main story. It should give answers to some of the *Unanswered Questions*. You can write and draw to record your story.

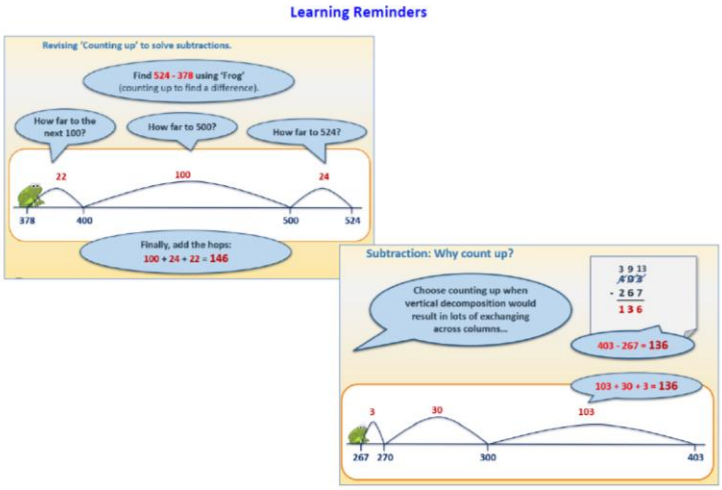
All the English resources are below.

Maths

Are you doing the activities I set on Activelearn?

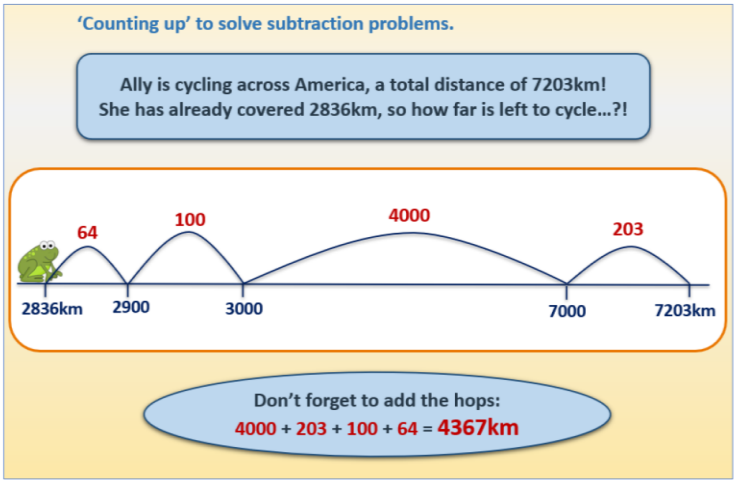
www.activelearnprimary.co.uk
username: (this is the first initial followed by the surname, no capitals or spaces eg, fsmith)
password: yr2014 DO NOT CHANGE YOUR PASSWORD
School code: bccj
I have added games for you to practise your adding and subtracting learning.

L.O. I can count up to subtract.



Counting up is sometimes quicker than using formal compact subtraction methods.

Learning Reminders



Multiples of 100

Draw number lines to show Frog solving these problems:

1. 1000 – 573
2. 2000 – 1958
3. 6000 – 5839
4. 4000 – 2748
5. 5000 – 2349
6. 9000 – 4275
7. 8000 – 5624
8. 7000 – 3453
9. 3000 – 2222
10. 6000 – 3333

Challenge

Look at your number lines. Can you find some ways to solve the problems with fewer jumps?

Now have a go at maths calculations on the sheet below. Don't forget the calculations are differentiated so if you find this topic easy try the 'hot' questions as they are more challenging.

There is also a problem-solving activity at the bottom of this letter for some of you to have a go at. It is a challenge activity and is fun!

PE

Have a go at playing Simon Says. The next page is a great game that gets your body moving and will give you a giggle if the whole family play!

Well, more tomorrow, have a great day and have a go at playing that game!

Take Care, Mrs Williams

SIMON SAYS

FITNESS DISGUISED AS FUN

Get your kids moving by playing Simon Says with these fun yet physical activities. You decide when or if you say "Simon Says"!

Shake your whole body.

Jump up and down.

Spin around in circles.

Do a cartwheel.

Do a somersault.

Wave your arms above your head.

Walk like a bear on all 4s.

Walk like a crab.

Hop like a frog.

Walk on your knees.

Lay on your back & pedal your legs in the air like you are on a bike.

Pretend to sit in an invisible chair 5 times - sit then stand, sit then stand, etc.

Hold your arms out at your side and make circles with them in the air.

Hop on your left foot 10 times.

Hop on your right foot 10 times.

Hop around like a bunny.

Balance on your left foot for a count of 10.

Balance on your right foot for a count of 10.

Bend down and touch your toes 10 times.

Reach behind you and try and hold your right foot with your left hand without falling over.

Show off the muscles in your arms.

Reach behind you and try and hold your left foot with your right hand without falling over.

Lay on the floor and stretch out as far you can for 10 a count of 10.

Pretend to shoot a basket-ball 10 times.

Pretend to jump rope for a count of 10.

Pretend to ride a horse.

Pretend to milk a cow.

Take 5 of the biggest steps forward that you can.

Pretend to lift a car.

Do the strangest dance you can think of.

Scream.

English

Hunted

He was running and running, crashing through the branches and tripping over the tree roots. The mice and the shrews were rushing out of his way, the heavy footfalls warning them, scuttling under cover amongst the dead leaves and moss of the forest floor. A badger, lolloping slowly along the edge of the trees, turned sharply to hide in the ditch at the far end of the meadow adjoining the wood. And an owl, swooping and soaring low over the bracken, wheeled around and screeched a warning to the other animals, "Skee-at, skee-at."

The man's breath was coming in short sharps bursts. He was bending over as he ran, almost crouching and keeping his head down, clutching his side. He cared not at all as the brambles scratched his coat, legs and face, and the low-lying branches of the smaller trees slapped him as he passed. He was running blindly, dashing hither and thither through the forest. But he was also searching, desperately seeking something, a sign, a small indication.

And then, suddenly, the reason for the man's panic became apparent to the watching stoats and weasels, sitting on their hind-legs, front paws in the air, ready to run if need be. Behind the trees, marching down across the meadow and heading rapidly towards the wood, were five soldiers. They were jogging, holding their guns, great grey coats flapping around their dark boots, chains clinking at their waists. The badger, too frightened to move, crouching stock-still in the ditch between the meadow and the wood, could still hear the crashing sounds of the man's wild, erratic race through the trees.

One of the soldiers gave a quick shout, "Hoy!" He jumped smartly over the ditch, and the others followed, leaping after him, narrowly missing the badger's broad, grey, striped back. At the sound of the soldier's bark, the running sounds in the forest ceased abruptly. The soldiers halted at the edge of the trees. They listened. There was silence. A soft scurrying sound told the stoats and weasels that the badger had gone to earth. An owl passed screeching overhead. The branches of the trees creaked gently, and the leaves whispered amongst themselves, as they painted the night sky an ever darker velvet blue. The moon had long since set, and a few stars were twinkling overhead. It was the hour before dawn,

the dead time of the night, when only the hunted and the hunter are awake.

The man stood, poised for flight, beside a large oak tree. He tried to control his gasping breaths, holding his mouth open and drawing in the air in great silent gulps. His heart was pounding so loudly he thought it affected the entire forest, creating a deep thumping beat, which seemed to vibrate through the trees. As he stood, frozen in time and space, it seemed to him that all the animals were similarly petrified. Nothing moved. Not even a mouse stirred on the leaf-strewn floor. A fox stood at the edge of the clearing, a dead rabbit at its feet, and a deer paused, head lowered, eyes wide, as it listened for danger.

Suddenly the soldiers moved. “This way!” the captain called, and he pushed the bracken aside and started running in great bounding steps towards the centre of the wood. At the same moment, the man saw it. There it was. The sign for which he had been searching. He ran forward, past the petrified deer, and to the side of the clearing. There was a glint of metal, a gleam of gold beneath the leaves. The hunted man scrambled and pulled. A trap door sprang open and, in the nick of time, he slithered inside and pulled it shut behind him. There was a soft click, and the leaves stirred.

The soldiers came crashing into the clearing. Just as they skidded to a halt, right beside the oak tree where the hunted man had stood not a minute earlier, the deer shifted. Quietly, and with slow steps, it turned and moved, coming to stand right over the trap door, and completely covering the flat golden handle once more with leaves and earth. The deer stood there. The soldiers stared at it. They peered around the clearing and then shone torches into all the dark corners. Finally, holding their torches high, they turned and started searching further along the other side of the trees.

The deer quivered. Hunter or hunted. It knew the score. It took a side. After a while, it turned and leapt effortlessly away, out of the trees and across the meadow. It had saved a man’s life.

Unanswered Questions

Why was the man in the forest?

Why was he running?

How had he got there?

Had he been there before?

How long had he been chased?

Why was he holding his side?

How did the soldiers know where he was?

Did anyone else know that he was in the forest?

Who was commanding the soldiers?

Why were they chasing him?

What would they have done if they found him?

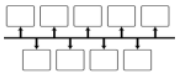
How did the man know about the trapdoor?

Why couldn't he find it straight away?

Why did the deer help the man?

Storyboard

Geography Topic Board

Topic:	Learning Opportunities			
Literacy & Communication (Speaking and listening, language and literacy)	**Write a newspaper report** about an erupting volcano. 	Why would anyone live near a volcano? **Research and write a persuasive argument** for living near a volcano.	**Make an information book** to explain what volcanoes are to younger children. You could use diagrams and pictures as well as writing.	**Write a story** called "Volcano Adventure". 
Maths & Problem Solving (Maths, thinking skills, Logic, Problem solving)	**Design a game** (a bit like battleships) based on the theme of volcanoes.	**Make a timeline** of volcanic eruptions. 	Imagine that your house was destroyed in a volcanic eruption; **calculate the approximate cost of replacing all of your belongings.(Just your things – not the whole house)**	**Make a data table** for 3 volcanoes. You could include: • Dates • Temperatures • Heights • Distances from major cities
Science and the Outside environment (Science, PE, Healthy lifestyles, Eco issues and investigation)	Investigate volcanoes on the planet Mars. Are they similar or different to Earth's volcanoes? **Make a comparison chart.** Think about the size, shape, type and age when comparing. 	Research a major volcano that happened in the last 10 years somewhere in the world. Where did it happen and what impact did it have on the people of that area? How has that area changed because of the volcano? **Write a report about what you find out.**	Imagine that you are living near a volcano and you work for the local government. How can you help reduce the danger when the volcano erupts? **Make a leaflet to help people in your area to prepare for before/during and after the volcano.**	Invent a warm up game for PE called *Volcano!* Your game must: • Get the children running around and warmed up • Include everyone **Draw a diagram and write a set of instructions to help us play it.**
Humanities and Citizenship (RE, History, Geography, Moral & Social and Economic Awareness)	**Write a report about different types of volcanoes.** Include information about how are they formed, the different ways they erupt and what are the consequences for people who live near them when they erupt? Draw diagrams to highlight your work.	Imagine you have been awarded a medal for extreme bravery during a major volcanic eruption. **Write recount of the event and how you came to receive the award.** 	Make a volcanoes glossary. **List 10 key volcano words and write definitions.**	Find out about *The Ring Of Fire.* **Make a fact sheet about it including diagrams, facts and maps.**
Creative Arts (Art, Design & technology, Music, Drama & Dance)	**Make a model of a volcano.**	Find a painting that includes a volcano and **create your own version of it.**	**Make a collage board** of volcano images. You could use pictures from the internet, magazines or ones you have drawn.	**Write and perform a song based on volcanoes.** 
Please make sure that the children's outcomes are appropriate to the task description. E.g. report, argument text, recount, collage board. As the children are in year 5, we are really encouraging them to think about the quality of their work.				

Maths

Practice Sheet Mild

Addition and subtraction problems

1. ____ + 320 = 850
2. 1000 – ____ = 678
3. 920 – ____ = 480
4. ____ – 420 = 370
5. 3200 + ____ = 7800
6. 7000 – ____ = 4579
7. 9400 – ____ = 4900
8. ____ – 2300 = 5800

9. Adam has 520 health points. He finds a potion and ends up with 770 health points. How many points did he earn from the potion?

10. Caitlin has 3475 experience points. She needs 5000 experience points to enter the next world. How many more experience points does she need?

11. Sasha lost 240 health points. Now she has 570 health points. How many health points did she have to start with?

12. Niall had 4500 experience points. By the end of the school holidays, he had 7200 experience points! How many experience points did he gain?

Practice Sheet Hot

Addition and subtraction problems

1. 4500 + ____ = 7200
2. 8100 - ____ = 4600
3. 7000 - ____ = 3542
4. ____ – 3400 = 2700

5. Stefan has 4783 health points. He was at full health at 8000 points. How many points has he lost?

6. Phoebe has 460 health points. She drinks a green potion worth 240 points and a blue potion. She ends up with 950 health points. How many points was the blue potion worth?

7. Ahmed earns 4700 experience points and now has 9200 experience points. How many points did he have before?

8. Charmaine has 7300 experience points. She needs 9000 points to get the next level. Should she choose to try and solve a puzzle worth 1800 points or a puzzle worth 1600 points?

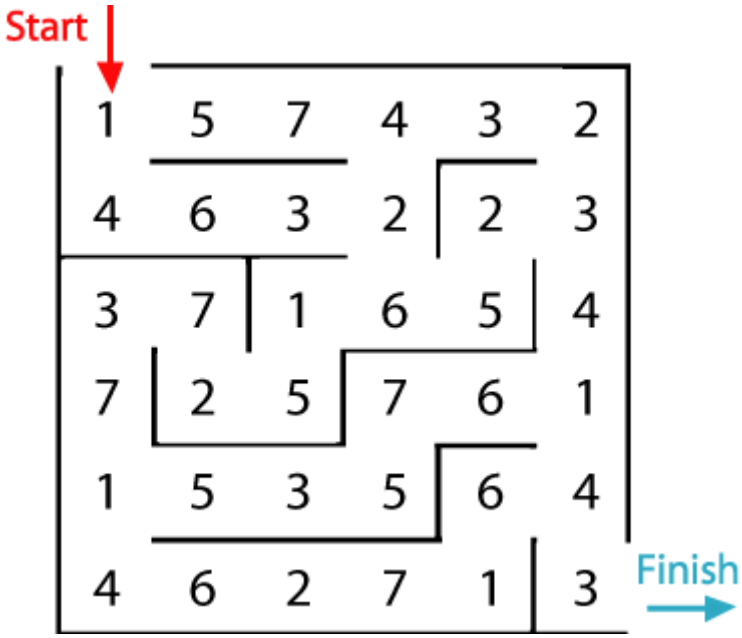
9. Toby has 3400 health points. He drinks potions worth 2300 and 1600 points. He wants to get to full health which is 8000 points. How many more points will he need?

10. Write your own computer game word problem to go with ____ + 3600 = 8400.

Maths – Maze 100 - CHALLENGE ACTIVTY

In this maze there are numbers in each of the cells. You go through adding all the numbers that you pass. You may not go through any cell more than once.

Can you find a way through in which the numbers add to exactly 100?



What is the lowest number you can make going through the maze?

What is the highest number you can make going through the maze? (Remember you may not go through any cell more than once.)