

# **Learning Project WEEK 4 - Animals**

Age Range: Class 4

## Weekly Maths Tasks (Aim to do 1 per day)

#### Get your child to play on <u>Times Table Rockstars</u>. If your child works on <u>Numbots</u> in school they can access this with the same login. Don't forget those my maths tasks too!

- Ask your child to show everything they know about decimal numbers and/or percentages on a piece of paper. This could be pictures, diagrams, explanations, methods, designing their own loop card or snap game, etc. Get them to be as creative as they want to be.
- Direct your child to play on <u>Hit the Button</u> focus on times tables, division facts and squared numbers.
- Encourage your children to <u>compare decimal</u> <u>numbers (Tablet Friendly) or Decimals Jeopardy</u> (not tablet friendly) using the same website.
- Y6 <u>Arithmetic practise</u> on Maths Frame.
- Continue to develop your child's <u>reasoning and</u> <u>problem solving</u> skills by practising these puzzles.
   There are lots to choose from and some are more challenging than others.
- Daily <u>Maths</u> Lesson. This site also has daily Maths lessons which can be accessed online. These are available for Y5 and for Y6.
- Remember to look on My maths for your set tasks. Use the taught lesson before completing the homework and click retry if completed and you feel you can get a higher percentage. Keep a look out for the teacher comments once completed too!

## Weekly Reading Tasks (Aim to do 1 per day)

- Remind your child to continue to read a chapter from their home reading book or a book that they have borrowed from the library.
- When they have completed the chapter, ask them to re-write this from the viewpoint of another character.
- Explore the <u>Highwayman Poem</u>. Can they learn some of it by heart? Can they draw an alternative sketch to represent the Highwayman?
- Download 'A Pinch of Magic' from <u>authorfy</u>.
   Your child can then complete the questions on page 4.
- Your child can log on to <u>Bug Club/Oxford Owl</u> and read a book that matches their book band. After this, direct your child to review the text and justify their opinion with examples from the text.

# Weekly Spelling Tasks (Aim to do 1 per day)

- Your child may wish to create a word bank about an animal of their choice which includes verbs, adverbs and expanded noun phrases. They can use this for their poetry writing.
- Get your child to proofread their writing from the day. They can use a dictionary to check the spelling of any words that they found challenging.

## Weekly Writing Tasks (Aim to do 1 per day)

- Write a diary entry/newspaper report summarising the events from the day/week.
- Choose an animal of their choice and think about how it moves, what sounds it makes and the environment that it lives in. Your child can then write a poem based around these ideas. They can repeat this activity for

This will also enable them to check that the meaning of the word is suitable for the sentence.

 Using the below words can they create a speech explaining your chosen animal in the style of Charles Darwin?

-able, ably & -ation	adorable
	adorably
	adoration
	applicable
	applicably
	application
	considerable
	considerably
	consideration
	tolerable
	tolerably
	toleration

- Use the spelling link to practice some of those key Year 5/6 words
- <a href="https://spellingframe.co.uk/">https://spellingframe.co.uk/</a>
   This site has some great games and interactive ways to practice those different spelling rules.
   Well worth a look.

- different animals. Try to use some of our stylistic writing devices such as alliteration, assonance, metaphors, similes and personification.
- Your child now has an in-depth story plan.
   They can begin to write their story considering the devices needed for their genre. How will the dialogue (speech) convey their character and advance the action? Try to balance reported story and direct speech. Take care with the dialogue punctuation and try to remember the comma, exclamation mark or question mark inside the final speech mark!
- Write a short biography of Charles Darwin.
   Why was his work so important? How did he change our thinking? Where did he get his evidence? Why were people so shocked by his ideas? Can you also add a sketch of either his work or a portrait to help bring your writing to life more?

## **Learning Project – to be done throughout the week**

The project this week aims to provide opportunities for your child to learn more about key animals they are interested in. Learning may focus on exploring the physical aspects of an animal, their habitat, categorising animals etc.

<u>Animals and their Environment-</u> Your child can describe how animals such as Emperor Penguins, chimpanzees and orcas have adapted to suit their environment. They can do this by writing a short summary after carrying out some research. After this, ask them to design a new wondrous animal that has evolved to suit its environment considering the environmental changes it has had to face over recent years. Use <u>Explorify</u> to investigate habitats by selecting all ages groups and topic living things and their habitats.

<u>Where Animals Originate From -</u> Ask your child to locate on a world map where different animals (such as a tortoise) originate from and research why they live in these environments. Things for them to consider when researching why they originally lived in these countries are:

- Food sources
- Climate
- o Weather
- Terrain

<u>Life Cycles -</u> Ask your child to research a mammal, an insect, an amphibian, a reptile and a bird. They can then choose one and draw the life cycle of an animal and label the diagram accordingly. Butterflies are a nice simple one to start with but maybe you could think of a more unusual one? How does the life cycle of the chosen animal differ to a human life cycle? The <u>BBC</u> bitesize website can help you.

<u>Animal Prints</u>- Using a variety of media (this could be materials from around the house such as cloth, newspapers or magazines, felt, etc.), ask your child to create animal prints for a mammal, an insect, an amphibian, a reptile and a bird of their choice. <u>Explore how to draw animals</u>.

<u>The Life of Darwin-</u> Who was Charles Darwin? Ask your child to research the scientist's theory of evolution. Where are the Galapagos Islands? What species did and do still live there? What makes these animals unique and extraordinary? Write a biography about the life of Charles Darwin. Watch BBC bitesize <u>"Let's explore the Galapagos islands."</u>

## French Learning - to do throughout the week

This week's objective is to retrieve previous learning: Animals

This week's outcome: Make a Cocotte en papier (fortune teller / chatterbox) using colours, numbers and animals

Keep practising and using numbers and colours from last week's learning

#### **Revising Pet Animals**

Test your memory – how many pet type animals can you remember in French? How many can you spell? Can you remember whether the noun is masculine or feminine?

Word Mat <a href="https://www.lightbulblanguages.co.uk/resources/PrimaryFrench/animaux-domestiques-mat.pdf">https://www.lightbulblanguages.co.uk/resources/PrimaryFrench/animaux-domestiques-mat.pdf</a>

Songs to help you remember the names of pet animals, (les animaux de compagnie or les animaux domestiques en français): <a href="https://www.youtube.com/watch?v=VutnbD07Vi4">https://www.youtube.com/watch?v=VutnbD07Vi4</a> as-tu un animal à la maison (a rap)

https://www.youtube.com/watch?v=BtGAU9H6QSk Tu as un animal, (slower song with words on the screen)

Adapt and play the games: **Morpion**, **Pendu**, **Beetle** (see last week's revising colours for guidance) Watch this slideshare and play the games to help test your memory <a href="https://slideplayer.fr/slide/10889263/">https://slideplayer.fr/slide/10889263/</a>

Pet Sudoku <a href="https://www.lightbulblanguages.co.uk/resources/French/frks3pz31.pdf">https://www.lightbulblanguages.co.uk/resources/French/frks3pz31.pdf</a>
Pet Dialogue to practice: <a href="https://www.lightbulblanguages.co.uk/resources/PrimaryFrench/fr-pets-dialogue.pdf">https://www.lightbulblanguages.co.uk/resources/PrimaryFrench/fr-pets-dialogue.pdf</a>

## Make Une Cocotte en Papier

Now that you have practised numbers, colours and animals in French, make a chatterbox (une cocotte en papier) with colours in the first round, numbers in the second round and animals (pets) in the section which you unfold to reveal.

- Try to choose the colours which you are still struggling to remember.
- Choose numbers to challenge yourself 11 to 18 OR the tens 30 to 100

Use the cocotte en papier on your siblings and willing adults. Do this by asking and answering questions in French:

- 1. Quel numéro tu voudrais ? (kel, noo-meh-row too voo-dray) Then count en français
- 2. Quelle couleur tu voudrais ? (kel, coo-lerr too voo-dray) Then spell la couleur en français
- 3. Reveal the animal in the middle then ask the questions. **Est-ce que tu as un "animal name"?** (Ess Ck too ah un XXXX)
- 4. Teach your sibling / willing adult how to say the reply either: **Oui j'ai un "animal name"** (wee jhay un xx)
  - or Non je n'ai pas un/une "animal name" (Non jh nay pah un xxx)

If you don't know how to make a chatterbox, watch this video with instructions written on the screen in French: https://www.youtube.com/watch?v=Cv59xNZhPeI

I would love to see your cocotte en papier Merci, Amuse-toi Bien et À Bientôt Mme Smith

## Additional learning resources parents may wish to engage with

<u>Classroom Secrets Learning Packs</u> - These packs are split into different year groups and include activities linked to reading, writing, maths and practical ideas you can do around the home.

<u>Twinkl</u> - to access these resources click on the link and sign up using your own email address and creating your own password. Use the offer code UKTWINKLHELPS.

<u>Headteacherchat</u> - This is a blog that has links to various learning platforms. Lots of these are free to access. Keep active with Joe Wicks too!

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