<u>Learning at home grid – Year 6 (Issue 7)</u>

<u>Key - Purple Mash (PM)</u>, SeeSaw (SS)

Everyday		English		Maths		Topic	
Learning your spellings accident, aggressive, beverage, confident, individual, industrious, legislate, principle, require Read a book, newspaper, magazine, recipe and keep a list of what you've been reading		Complete the synonym and antonym spelling activities accident, aggressive, beverage, confident, individual, industrious, legislate, principle, require		White Rose maths activities. Fractions as percentages, Equivalent FDP, Ordering FDP, Percentages amounts		Anywhere Island Activity 1 You've discovered an uninhabited, undiscovered island which you have claimed as your own. Design your island	
Computer option		Computer option		Computer option		Computer option	
Spelling Quiz	PM	Share you work on seesaw	SS	Share your marked answers	SS	Share you work on seesaw	SS
Practice your tables (Including your division facts)		Complete the daily English activities (activity 1,2,3,4 and 5). This will be posted on Seesaw as well.		White Rose maths activities. Finding rules, Expressions, substitutions, solving equations		Anywhere Island Activity 2 You start to explore your island. Complete the Senses Vocabulary Sheet and then describe your Island	
Computer option Musical Chairs, Speed test and Recall	PM	Computer option Record and share	SS	Computer option Share your marked answers	SS	Computer option Share you work on seesaw 2publish	SS PM
It would be great to see your work. If you can - post it to Purple Mash using the		Talk4Writing – The Game Read the model text – The Games Complete activities from pages 1-13		Challenge yourself with the White Rose Maths Challenges 1-6		Anywhere Island Activity 3 Research different National flag and Anthems. Design your own flag and write your own National Anthem	
class display board (called Year 6 Canterbury and Rochest		Computer option Watch the trail https://www.youtube.com/watch?v=yLyXEQPuLJo		Computer option Share your marked answers	SS	Computer option Share you work on seesaw	SS
or use SeeSaw to post your work.		Talk4Writing – The Game Complete activities from pages 14-24 By the end of this unit you should be able to publish a story.		Revise your tables (x9) using the Times tables sheets 1-5		Anywhere Island Activity 4 Your island is going to need rules. Create your own island rules	
Remember it will not go up straight as as a teacher will need to check it first.		Computer option Publish story	SS	Computer option Share your marked answers	SS	Computer option 2publish	PM
If you get stuck use Purple Mash 2email to email your teacher with any questions		Anywhere Island Activity 6 Create a persuasive holiday brochure to encourage people to visit your island		Complete the Problems for the Day 2020 Day 16-20		Anywhere Island Activity 5 As you explore you come across some new species. Create fact-files including illustrations about the new creatures that you discover.	
		Computer option 2publish	PM	Computer option Share your marked answers	SS	Computer option 2Publish	PM