

Year 5

Home-learning

Week Beginning
8th June 2020



Gelliswick Church in Wales
VC Primary School



Welcome to today's home learning for Year 5

Croeso i ddysgu adref heddiw am Blwyddyn 4



Check-in



Home learning



Staying safe



Class Dojo



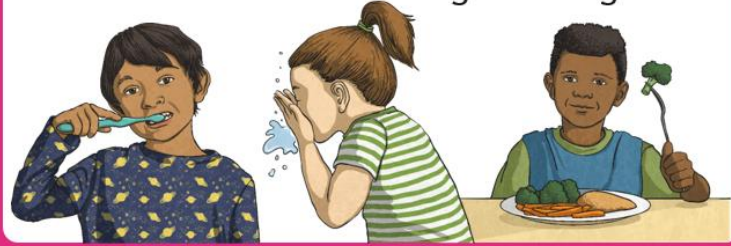


Staying safe



Article 24:

You have the right to the best possible health. You should have good quality health care, clean water, nutritious food and a clean environment to stay healthy.



Article 19:

You should be kept safe from all forms of violence, abuse, neglect and bad treatment by parents or anyone else who looks after you.



Online safety:



If you are worried about something, speak to a **grown-up** at home, if you can.



If you cannot speak to someone at home, you can call **ChildLine** for free.



If you can't speak to a grown-up at home, click on the worry box.





Your learning for today

Click on the links below to find your learning for today.

★ Learning should not take more than 2 hours per day

★ Please upload your learning to your Class Dojo portfolio to get feedback from your teacher.



Reading



Literacy



Maths



Project X



PE



BOOST

Year 5 - WB Monday 8th June 2020 - Home Learning Menu



Reading Task



RWI Children:

Please click on the link below to be directed to the RWI section on the school website. Just ask your teacher if you can't remember which colour you are on.

<https://www.gelliswickschool.co.uk/read-write-inc>

Free readers

- Read for 10-15 minutes each day.

You can choose a book from home or use one of the following great online resources.

Get epic:



Oxford owl:



Reading



Literacy Task

Everyday, BBC Bitesize has a new literacy skill for you to learn. All you have to do is click on the link below and then follow the simple instructions.

<https://www.bbc.co.uk/bitesize>

Steps to follow:

- First, select the year group that you are in.
- Then choose the subject you would like to do (English).
- You should now be able to see the lesson for that day. The lessons provide examples and several activities to complete if you keep scrolling down the page.



Hamilton Trust have also provided high quality English lessons for each year group. They are arranged in a mix of fiction, non-fiction and poetry blocks focusing on different text types. Blocks are divided into units.

<https://drive.google.com/drive/folders/1o61Ex4ComviFvPlyPbnYy2-fK1ftAbi2>





Maths

Maths

Each day, BBC Bitesize has a new maths skill for you to learn. All you have to do is click on the link below and then follow the simple instructions.

Choose your child's year group, then select maths.

<https://www.bbc.co.uk/bitesize>



Hamilton Trust have also provided high quality maths lessons for each year group.

Each **Block** is divided into bite-size **Units**.

Each **Unit** provides differentiated teaching and practice of one or two specific **Skills**.

Please click the link below and then select your child's year group:

<https://drive.google.com/drive/folders/1o61Ex4ComviFvPlyPbnYy2-fK1ftAbi2>

Hamilton
supporting teachers



Maths



Project X



CAINE'S ARCADE

Click on me to
see video clip.



Now it's your turn to have a go!

Are you tired and fed up of playing the same old board games with your family during lockdown? Perhaps you don't have any family games and would like to have one? Well here's your chance!

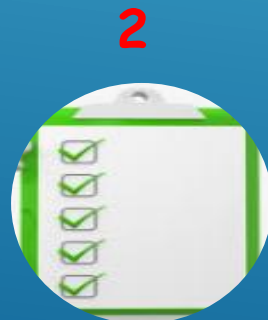
Your project is to design a fun, interactive game to play at home with your family.

This project is designed to take at least a week, so don't rush through it.

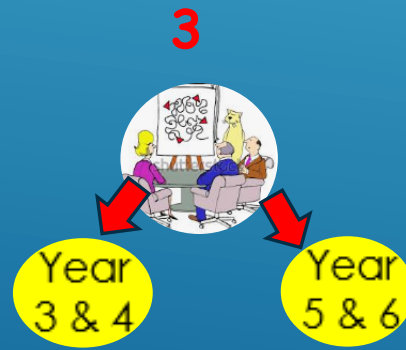
You **MUST** follow the links below for guidance.



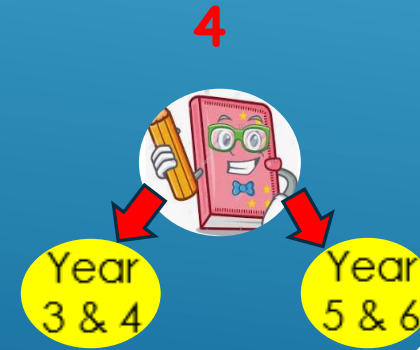
Examples



What to include



How to plan



Daily diary



Evaluation

Year 5 - WB Monday 8th June 2020



Ideas!



Year 5 - WB Monday 8th June 2020



Home



Home learning



Project X

Steps to Success

Language, literacy and communications		Mathematics and numeracy		Science and technology	
Write a daily diary about your board game design process. Record what you've done, who has helped you, how you are feeling, what you are concerned about and what you are planning to do next. Year 3 & 4	Write a daily diary about your board game design process. Record what you've done, who has helped you, how you are feeling, what you are concerned about and what you are planning to do next. Year 5 & 6	Create a points scoring system. Decide how many points players can win for different achievements. Use games you know as inspiration. Estimate the cost of the materials to create your board game. Years 3 & 4	Price up the cost of each idea, compare the costs to decide which idea is most feasible. Create a survey to find out which of your game ideas is most popular. Then create a graph to display the results. Years 5 & 6	Include a structure in your game. It could be made from fabric, spaghetti, paper cups, lolly sticks, newspaper, cardboard, netting etc. Search: STEM structures for kids for ideas.	Include a cause and effect aspect. You could have a pendulum, a catapult, ramps, dominos, a pulley system, a hinge, a spring, windmill etc. Search: STEM forces for kids for ideas.
Expressive Arts		Humanities		Health and well being	
Using recycled materials design a poster to advertise your game. Years 3 & 4	Using recycled materials design a poster to advertise your game. Design a PowerPoint presentation to showcase your game idea on Dragon's Den. Years 5 & 6	Include a quick fire trivia round into your game where a player has to answer multiple choice geography or history questions. Use the internet to find quiz questions or create them as a family. Include at least 5 questions. Years 3 & 4	Include a quick fire trivia round into your game where a player has to answer multiple choice geography or history questions. Use the internet to find quiz questions or create them as a family. Include at least 10 questions. Years 5 & 6	Plan a list of rules for your game that encourages and rewards sportsmanship and fair play. Years 3 & 4	Plan a list of rules and a points scoring system for your game that encourages and rewards sportsmanship and fair play. Years 5 & 6

When designing your game, try to include a skill from all 6 areas of learning.



Year 5 – WB Monday 8th June 2020



Home learning

Project X

Planning (page 1)

Before you design your game, it is important to think about it carefully.

The table below (and on the following page) will help you to plan your game.

Year 3 & 4 Visual Planner

Enterprise Brainstorm

What games can you think of that you could create? Fill in your ideas on mind map.
Board game, card game, 3D game, computer game, PowerPoint game, sports game, scavenger/treasure hunt?

Take something you love and make it into a game.

Science and technology: *design a structure*

Language, literacy and communications: *daily diary*

Evaluating Your Ideas

Compare your ideas

- What resources might you need? Are they expensive? **Mathematics and numeracy:** *estimating cost*
- Where can you access the materials/resource you would need?
- What type of game will it be?
- What will the rules be? **Health and well-being:** *fair rules*
- How do you win your game?
- How many players can play it?
- What ages can play it?
- How can players score points? **Mathematics and numeracy:** *points scoring system*
- How long will it take to build it?
- What skills will you need to make it? Whose help might you need?





Project X

Planning (page 2)

Year 3 & 4 Visual Planner

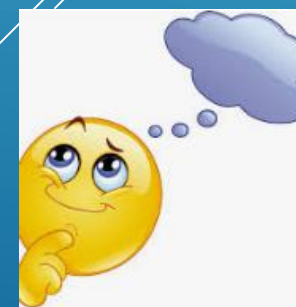
Advertising

- What are you going to call your game?
- What is your slogan (a short and striking or memorable phrase used in advertising) going to be, to capture the attention of your customers?
- Design a poster to promote your game. Remember to include the product/service name, the slogan, the price, where it can be bought and LOTS of persuasive language! **Expressive Arts: advertising poster**

Product Design and Manufacture

Create a prototype to get an idea of what problems you may come across.

- Build your game and have a go at playing it. **Humanities: quick fire question round**
- Iron out any problems.
- Have other people play it.
- Iron out any problems.
- Take photos of your design or make a how to video introducing it like Caine's Arcade.



Year 5 - WB Monday 8th June 2020



Project X

Before you design your game, it is important to think about it carefully.

Planning (page 1)

The table below (and on the following page) will help you to plan your game.

Year 5 & 6 Visual Planner

Enterprise brainstorm

What games can you think of that you could create? Fill in your ideas on a mind map!

Board game, card game, 3D game, computer game, PowerPoint game, sports game, scavenger/treasure hunt?

Take something you love and make it into a game.

Science and technology: *cause and effect*

Language, literacy and communications: *daily diary*

Evaluating our ideas Compare your ideas

- What resources might you need?
- Are they expensive? (Estimate cost)
- Where can you access the materials/resource you would need?
- What type of game will it be?
- What will the rules be? **Health and well-being:** *fair rules and points*
- How do you win your game?
- How many players can play it?
- What ages can play it?
- How can players score points?
- How long will it take to build it?
- What skills will you need to make it? Whose help might you need?

Feasibility Compare your ideas

- Now we've narrowed down our ideas, we need to understand whether these are 'feasible' (possible and practical) and something other people would want to play.
- Based on your estimate how much will each of your game ideas cost? Which is the most practical?

Mathematics and numeracy: *comparing costs*

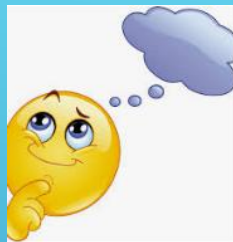




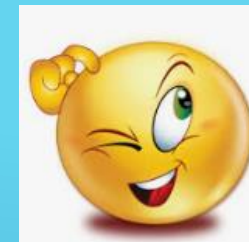
Home learning



Project X



Planning (page 2)



Year 5 & 6 Visual Planner

Feasibility Compare your ideas

- Now we've narrowed down our ideas, we need to understand whether these are 'feasible' (possible and practical) and something other people would want to play.
- Based on your estimate how much will each of your game ideas cost? Which is the most practical?

Mathematics and numeracy: *comparing costs*

Market Research Compare your ideas

Design and create a survey with a tally chart to record your results. Your questionnaire needs to find out which game people prefer, from your list of ideas.

You could do a survey of your family and friends (sample size: to get larger numbers you could multiply each by 10 or 100), you could put a survey onto Facebook (with an adult), you could create a survey on Survey Monkey.

Produce a bar chart that shows the result of our survey.

- What do the results tell us?
- Which is most popular?
- Which is the second most popular?
- Which is least popular?
- Now, compare your results with how feasible the ideas are. Which idea should we therefore choose?

Mathematics and numeracy: *data handling*

Advertising

- What are you going to call your game?
- What is your slogan (a short and striking or memorable phrase used in advertising) going to be, to capture the attention of your customers?
- Design a poster to promote your game. Remember to include the product/service name, the slogan, the price, where it can be bought and LOTS of persuasive language! **Expressive Arts:** *advertising poster or Dragon's Den PowerPoint presentation*

Product Design and Manufacture

Create a prototype to get an idea of what problems you may come across.

Build your game and have a go at playing it. **Humanities:** *quick fire question round*

- Iron out any problems.
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-

Year 5 – WB Monday 8th June 2020



Daily Diary (year 3 & 4)

Everyday you will need to keep a diary entry of your project's progress. You will need to include:

- The part of project X you made on that day
- How you made it.

Below, you will find an example of a diary template (or use your workbooks) and 'Helpful Hints' to remember when writing a diary.

Dear diary,

Diary Writing Helpful Hints



Include the date and/or time.



Write in the past tense.

Use the words 'I', 'we', 'my' and 'our'.



Write about the most important events.

Tell the events in order.

Talk about where events happened.



Describe your feelings.



Use time words (first, next, before).





Project X

Daily Diary (year 5 & 6)

Everyday you will need to keep a diary entry of your project's progress. You will need to include:

- The part of project X you made on that day
- How you made it.
- What worked well and what did not.
- If there is anything that you would change and do differently next time.

Below, you will find an example of a diary template (or use your workbooks) and 'Helpful Hints' to remember when writing a diary.

Dear diary,

Diary Writing Helpful Hints



Include the date and/or time.



Write in the past tense.

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Home learning



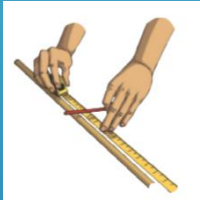
Project X

Evaluation (year 3 & 4)

Well done! You have finished your game!

Today you are going to be evaluating your finished games. Why?

Evaluating something you have made means thinking about what went well, what was difficult, what you are pleased with and what you would change if you were to make it again. Evaluating is important because it helps you to make your work better in the future and to avoid making the same mistakes.



Evaluation

Answer the questions written below, include any pictures or diagrams that you think will help.

1. What game did you decide to make?
2. How did doing market research help?
3. How much did your game cost to make?
4. How did you make your game?
5. Which skills do you personally think you used on this project and how have they improved?
6. Overall, what did YOU personally think of this project? Which parts did you enjoy? Which parts did you not enjoy? If you were going to do it again, what would you change and why?



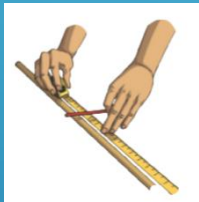
Project X

Evaluation (year 5 & 6)

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Evaluation

Answer the questions written below, include any pictures or diagrams that you think will help.

1. What game did you decide to make?
2. How did doing market research help?
3. How did costing out the materials needed for each game help your decision?
4. How much did your game cost to make?
5. How did you make your game?
6. What made you decide on the name of your game?
7. What made you decide on the slogan of your game?
8. Which skills do you personally think you used on this project and how have they improved?
11. Overall, what did YOU personally think of this project? Which parts did you enjoy? Which parts did you not enjoy? If you were going to do it again, what would you change and why?

Year 5 - Monday 8th June 2020



Home



Home learning



60 Second Challenge Star Jumps

The Physical Challenge

How many star jumps can you complete in 60 seconds?

Make sure you clap your hands above your head and bring your feet together.

#StayHomeStayActive



Can you maintain your technique even when you are tired?

Equipment

Just yourself and enough space on the floor!

Why not compete against a family member?

Achieve Gold

60 Star Jumps



Achieve Silver

45 Star Jumps



Achieve Bronze

30 Star Jumps



PE Challenge

Monday

Wednesday

60 Second Challenge Step Ups

The Physical Challenge

How many times can you step up and down a step in 60 seconds?

You must step up and down with one foot at a time. No jumping!

#StayHomeStayActive



Can you focus, concentrating on the step?

Equipment

A step

If you do not have a step use a foot pouffe or a stool.

Achieve Gold

70 Step Ups



Achieve Silver

45 Step Ups



Achieve Bronze

30 Step Ups



60 Second Challenge Super Slalom Run

The Physical Challenge

How many slalom runs can you complete in 60 seconds?

Layout 3 objects 3 steps apart, you must run in and out of the objects and back to the start to complete 1 slalom run.

#StayHomeStayActive



Can you try and run as fast as possible?

Equipment

A safe space and 3 objects.

This activity is best played outside, where you have lots of space.

Achieve Gold

20 Slalom Runs



Achieve Silver

18 Slalom Runs



Achieve Bronze

12 Slalom Runs



Wacky Races

Home Physical Education

How to play:

- Mark out a start and finish line using an object to mark out these points.
- Think of different ways you could move from the start to finish.
- Can you move on your hands and feet? Can you move backwards?
- What is the quickest way of moving? What is the slowest way of moving?
- Can you race against a partner using the different ways of moving?



Can you create your own Wacky race ideas?

Can you challenge yourself to always try your hardest?

Top Tips

Crawling

Make sure your hands, feet are touching the floor, spread your hands wide, keep your head and bottom down.

Let's Reflect

Which way of moving was the easiest and which was the hardest? Explain why.

How did you feel if you did not win a race?

Friday

Tuesday

Thursday

Battleships

Home Physical Education

How to play:

- With a partner, each player places three targets (battleships) in front of them.
- Players take turns to throw an object towards their opponent's battleships.
- Each time a battleship is hit, it is removed.
- Players are not allowed to stop the object from hitting a battleship.
- The winner is the first player to hit all of their partner's battleships



Can you play fairly and keep the score?

Can you keep trying even if you miss the target?

Top Tips

Throwing Underarm

Step forwards with one foot, releasing the ball from low to high using your opposite hand

Let's Reflect

What did you learn after each throw to adapt for the next?

How did you keep focused?

Year 5 - WB Monday 8th June 2020 - PE Task



Learning boost



Useful
websites



Home learning



Useful websites



Literacy



ICT Games Literacy



IXL English



TopMarks



Welsh



Oxford Owl

Numeracy



IXL Maths



Top Marks



Sumdog



Nrich



TTrackstar

General Resources (covers various subjects)



BBC Bitesize KS1



BBC Bitesize KS2



Crickweb



Woodlands Junior School



Hwb

Year 5 - Monday 8th June 2020 - Useful websites