

Year 3 - Summer Week 11 – week beginning 06/07/20
Guidance can be obtained @ year.3@toddstg.co.uk

More of you are returning to work, and therefore there are more children of keyworkers attending school on selected days, so we have had to amend the learning pack to reflect this. To enable progression of learning for all pupils, at home and in school, the **Adventure Island Activities** have been planned as daily learning. This means that if your child is learning at home some days and in school on others their learning can continue. It is therefore important that you follow the daily learning plan. All other learning areas are unaffected by these changes.

The planning for the last two weeks of term is going to be different to what you are used to (sorry 😞).

Around this time of year, the Year 3 children and staff should be spending 2 days on the school field, taking part in lots of outdoor activities, having a BBQ, sleeping (not!) in tents with their friends, going to the toilet every hour on the hour and getting up at 5am in the morning! Sadly, this year that is not possible. However, the children really love taking part in these activities and it seems a shame for them to miss out. To that end we have looked at the activities we do during the Year 3 Camp and adapted those that we can into activities which can be done at home, we have also added some to ensure that we cover as many of the curriculum areas as we can.

As mentioned above, we have set daily activities to make it easier for those children who are popping in and out of School.

It would be lovely to share photos of your children's work and also of them as they work through some of the activities. If you do send in photos try to make the image name relevant to the activity to make it easier to sort this end.

The photos will be put in Google drive folders and we can get the office to email out the link in the first or second week of the school holidays.

Weekly Class Zoom meeting details:

Robins on Tuesday @ 10am

ID: 949 6146 5533

Password: 7vrdg7

Robins ~ General catch up.

Wrens on Wednesday @ 10am

ID: 746 4528 8217

Password: Wrens1

Wrens ~ General catch up.

As always, have one piece of work ready to show and talk about 😊.

We have included the following in this week's shared Google Drive folder:

Spellings – Island camp words.

Dictation – Island camp words.

Comprehension - in the **Comprehension sub-folder:**

There are **two** comprehensions this week:

'The Ultimate Jungle Survival Guide.pdf' and **'Unusual Olympic Sports.pdf'**.

One star questions are for the children who can find reading a little tricky.

Two star questions are for the average Year 3 reader.

Three star questions are for those children with fluent reading and comprehension skills.

French – no French for the last two weeks of term – sorry.

Science & Theme – in the **Science sub-folder - is Light and shadow weeks 4 & 5.**

P.E. - See separate sheet P.E. Summer week 11.

Tasks this week for Wrens & Robins - Summer Week 10 - Week beginning 29/06/20

Subject Area	Activity	Location	Save, or send in.	Completed
Maths	Weekly Skills sheet test 12	Google drive	email score in	Yes / No
Adventure Island Activities	# Adventure Island Activities week 1 of 2	Google drive	send photos	Yes / No
Spellings	Spelling Sentences to practise spellings	Google drive	email in score	Yes / No
	Spellings - Island camp words	Google drive	Answer in book	Yes / No
	Dictation – Island camp words	Google drive	Answer in book	Yes / No
Comprehension	The Ultimate Jungle Survival Guide	Google drive	Answer in book	Yes / No
	Unusual Olympic Sports	Google drive	Answer in book	Yes / No
P.E.	P.E. Summer week 11 sheet	Google drive	n/a	ongoing

Science – Light and Shadow – week 4 & 5 – weeks beginning 06th and 13th July.

We've combined the two weeks planning into one so you can see how what you do this week links to what you are going to do next week.

Shadow Puppets

There are two ways to make shadow puppets.

Watch the video in the link below to give you the simplest way – it's also something you've probably already tried before!

<https://www.youtube.com/watch?v=Kz8wP2RYy64>

If you want to, have a go at making some of the hand shadow puppets from the video.

See how moving your hand closer and further from the light source changes the shape and size of your hand-shadow puppets.

Week 4 – make shadow puppets for your WOW Write adventure story.

The second type of shadow puppet is basically a cardboard cut-out of something which is held in front of a light source to create shadows on a white background.

Watch **Shadow Puppet Nativity.mp4** in the **Science** sub-folder to give you an idea about what we mean. You don't need to watch all the video, just a few minutes to get an idea. It will also give you an idea about what you are going to do next week too!

Now you've got the idea about what a shadow puppet is and how they work watch **How to Make a Shadow Puppet.mp4** in the **Science** sub-folder.

It explains really simply how to make a shadow puppet out of cardboard.

Obviously, you do not need black card, an old cereal box, or Amazon delivery box will do just as well, and Sellotape works just as well as masking tape. Long pencils or paintbrushes work just as well as the green sticks, you might have some thin bamboo canes in the shed!

This week you are going to make some shadow puppets for the characters in your WOW Write adventure story.

Read through your WOW Write, pick out the main characters and make them into shadow puppets.

If you feel adventurous can you make one of you characters have a moving part? Maybe the mouth, or legs?

Week 5 – perform your WOW Write shadow puppet adventure story.

Now you have your shadow puppets, set up a little screen using an old white sheet, or even just use a pale coloured wall!

You'll need to ask an adult to help you set up a light source, a directable office lamp or similar works well, if it's a sunny day you could try setting up in front of a sunny window!

A small table for you to crouch behind works well as a 'floor' for your puppets to stand and move on.

Practice moving your puppets in time to you telling the story. You don't need to read it from your green book, tell it from memory. If it's a long story, just choose an interesting section.

Think about how each character sounds and make voices as you say their parts



When you are ready perform your shadow-puppet play to your parents.

If you feel brave enough get one of them to video it and email it in for us to share.

Have fun.

Dictation - Island camp words.

Red and Yellow Groups.

"I am going to explore the garden and build a den." shouted Dan.

The man saw the warning signal and ran for shelter.

Dad said, "You need to cooperate to put up a hammock."

The weather will decide what you wear tomorrow.

Do most people like to experience new things?

Blue Group.

Without warning it began to rain.

"Use the tent for shelter," said Nan.

Sam said, "I'm going to build a den."

Do you like to explore new places?

The boat began to signal for help.

Rainbow group.

The watch told the right time.

"Don't do that until later," said Mum.

The girl used the pencil to draw a picture.

The cat played while the dog watched.

- 1) Use a pinkish pencil crayon to underline all your capital letters, full stops and speech marks that are in the right place.
- 2) Use a green pencil crayon to underline all the missing capital letters, full stops and speech marks.
- 3) Use a green pencil crayon to underline three spelling mistakes and re-write them in pencil five times.
- 4) Draw your Punctuation Pirate Pete.
- 5) Re-write one of the sentences with green underlining and put back what you missed out the first time to make it better. 😊

<p><u>Red & Yellow Groups</u></p> <p>These words will help with your work this week.</p> <p>shelter build – building explore – exploring experience warn – warning signal hammock weather cooperate decide</p> <p>red group only - competition red group only - communicate</p>	<p><u>Blue Group</u></p> <p>These words will help with your work this week.</p> <p>shelter build – building explore warn – warning signal tent</p>	<p><u>Green group</u></p> <p>date den from run tree</p>
<p><u>Rainbow Group</u></p> <p>until upon used watch while</p>		

As usual – only choose one word from each group to test your child on to keep the score 12, 10 or 6 respectively.

Unusual Olympic Sports

9 Throughout its history, the Olympic Games have held a range of strange and unusual competitions that we no longer take part in today.

34 **Rope Climb:** Stopped in 1932, this was an event in which competitors had to climb up a rope as quickly and as stylishly as possible. The most impressive winner was George Eyser in 1904, who won gold despite having a wooden leg!

75 **Tug of War:** At every Olympic Games until 1920, teams of eight men would have to pull their opponents six feet over a line on the floor. The British team, containing lots of police officers, were very good at this event.

114 **Swimming Obstacle Race:** This event only happened in the 1900 Olympics. Swimmers had to climb over a pole and a row of boats, before swimming under another row of boats towards the finish line.



Quick Questions

1. Find and copy two adverbs which describe how competitors had to climb up the rope.



2. In what year did the only Swimming Obstacle Race take place?



3. Why was George Eyser's gold medal win the 'most impressive'? Explain your answer.



4. How do these sports compare to Olympic events we see today?

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Answers

1. Find and copy two adverbs which describe how competitors had to climb up the rope.

Accept: quickly and stylishly.



2. In what year did the only Swimming Obstacle Race take place?

Accept: 1900 only.



3. Why was George Eyser's gold medal win the 'most impressive'? Explain your answer.

Accept any answer which explains how difficult it might have been to climb the rope with a wooden leg and still be the fastest competitor.



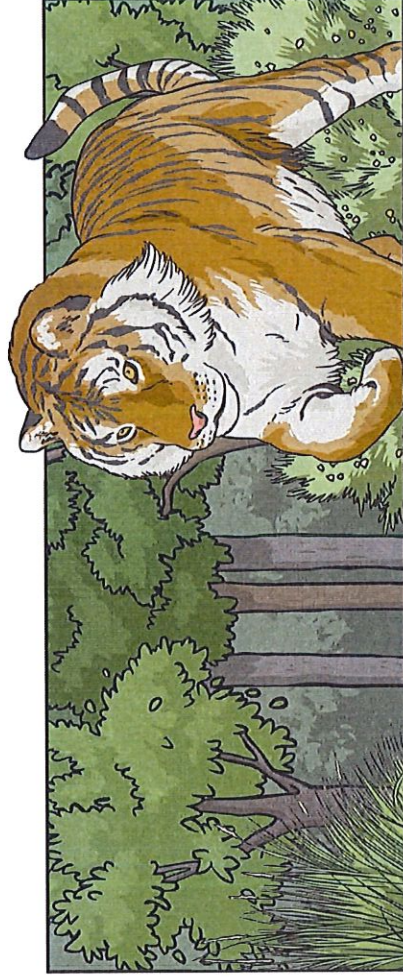
4. How do these sports compare to Olympic events we see today?

Accept any valid similarity or difference provided, such as 'we don't have an obstacle swimming race but we do still have swimming races', or 'we do not have any events which involve using a rope anymore'.



The Ultimate Jungle Survival Guide

- 11 To survive in the jungle, one of the world's harshest and
19 most inhospitable places, your two priorities are clear:
29 water and shelter. Without these, you won't make it a
31 single night.
- 41 Deep within the jungle, sources of fresh water are hard
53 to come by. Keep an eye out for any fallen leaves which
62 have caught pools of rainwater and drink them straight
74 away. You need to drink around 10 litres of water a day
81 to stay alive in this raging heat.
- 91 Before darkness falls, build a shelter high up off the
99 ground to avoid tigers and other predators overnight.
108 Banana leaves make an excellent shelter from the rain
116 and vines will hold together your hammock whilst
118 you sleep.



Quick Questions



1. What are the two priorities of jungle survival?



2. Find and copy a phrase which the author uses to show that the jungle can be deadly.



3. Why do you think the guide advises to build a shelter "before darkness falls"?



4. Sum up the key points of this text in 15 words or less.

The Ultimate Jungle Survival Guide

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99 ground to avoid tigers and other predators overnight.
108 Banana leaves make an excellent shelter from the rain
116 and vines will hold together your hammock whilst
118 you sleep.



Answers



1. What are the two priorities of jungle survival?
Accept: 'water' and 'shelter'.



2. Find and copy a phrase which the author uses to show that the jungle can be deadly.
Accept any relevant phrase from the text, such as 'one of the world's harshest and most inhospitable places' or 'you won't make it a single night'.

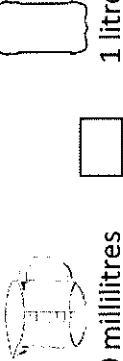
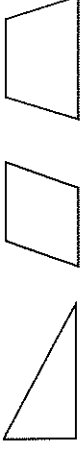


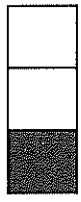


3. Why do you think the guide advises to build a shelter 'before darkness falls'?
Accept answers which discuss that it is easier and safer to build whilst light / predators come out after dark so you need to be sheltered by then.


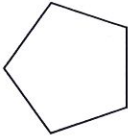






4. Sum up the key points of this text in 15 words or less.
Accept any decent summary within 15 words or less, such as: 'to survive in the inhospitable jungle your priorities are water and shelter.'

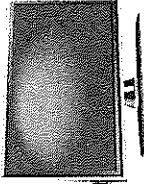
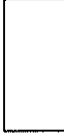




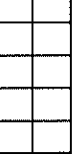

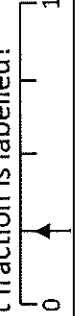
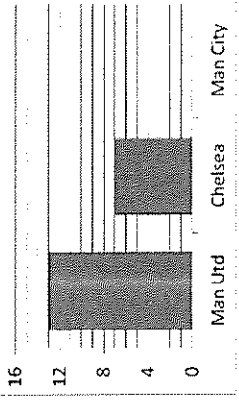
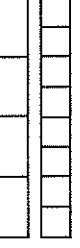
Name: _____ Date: _____ Class/Group: _____

A: Place Value, Add and Subtract		B: Multiply, Divide and Fractions		C: Measure and Geometry										
2:1	1. What is the missing number? 0 3 6 9 <input type="text"/> 15	2:11	11. $2 \times 9 =$	2:18	21. Write $<$, $>$ or $=$ to make the statement correct. 									
2:2	2. Circle the 8s that have a value of 80 . 82 28 68 81	2:11	12. Which are the even numbers? 7 14 21 28	2:23	22. Tick (✓) the shape that has a vertical line of symmetry. 									
2:3	3. Draw an arrow to label 16. 	2:12	13. What symbol is missing? $22 \square 11 = 2$	2:27	23. Draw the next shape in this pattern: 									
2:4	4. Put these in order, smallest first. 1 12 2 21	2:12	14. What symbol is missing? $4 \times 4 \square 16$	2:29	24. A group of people were asked what their favourite drink was. Complete the tally chart: <table border="1" data-bbox="1098 280 1252 772"> <thead> <tr> <th>Colour</th> <th>Tally</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Cola</td> <td> </td> <td></td> </tr> <tr> <td>Lemonade</td> <td> </td> <td>12</td> </tr> </tbody> </table>	Colour	Tally	Total	Cola			Lemonade		12
Colour	Tally	Total												
Cola														
Lemonade		12												
2:5	5. Write this number in words. 98	2:13	15. Is this true? Write 'yes' or 'no'. $7 \times 4 = 4 \times 7$											
2:6	6. There are 23 people on a bus. 9 get off. How many people now?	2:14	16. Bread rolls are sold in packs of 8. If I buy 3 packs, how many rolls do I get?											
2:7	7. Use $12 + 8 = 20$ to answer: <input type="text"/> + 40 = 100	2:14	17. 9 apples are shared. How many people are there if each person gets 1?											
2:8	8. $37 + 15 =$	2:15	18. What fraction is shaded? 											
2:9	9. Tick (✓) if true: $8 - 13 = 13 - 8$ <input type="checkbox"/> $27 + 9 = 9 + 27$ <input type="checkbox"/>	2:15	19. How many thirds are in 2 whole ones?											
2:10	10. Use $84 - 26 = 58$ to help find: $26 + 58 =$ <input type="text"/>	2:16	20. How many quarters do you need to make one half?											
Total (A)		Total (B)		Total (C)										
Test Total (A+B+C)		R (0-9)		Y (10-19)										
				G (20-25)										



Name: _____ Date: _____ Class/Group: _____

A: Place Value, Add and Subtract		B: Multiply, Divide and Fractions		C: Measure and Problem Solving							
3:1	1. What is the missing number? 0 4 <input type="text"/> 12 16	3:10	11. $48 \div 4 =$	3:19	23. How long is this toy brick to the nearest millimetre? 						
3:2	2. What is the 9 worth in this number? 592	3:10	12. $9 \times 8 =$	3:20	22. The sides of a regular pentagon are 3cm. 						
3:3	3. Write this number in numerals. seven hundred and nine	3:11	13. Use $7 \times 4 = 28$ to solve: $21 \times 4 =$	3:21	23. I had 3. I bought a comic and got 1 and 60p change. How much did the comic cost? Give answer in \pounds and p. 						
3:4	4. What number is labelled? 	3:12	14. What is the missing number? $6 \times \square = 45 + 21$	3:22	24. Draw the hands to show twenty minutes to eleven. 						
3:5	5. Make the largest number possible using the digits 5 7 6.	3:13	15. What is the missing number? 1.2 1.1 1.0 <input type="text"/> 0.8	3:24	25. How many seconds are in one minute?						
3:6	6. $247 + 10 =$	3:14	16. Circle $\frac{7}{10}$ of the marbles. 								
3:7	7. $382 - 149 =$	3:15	17. What is $\frac{3}{4}$ of 16?								
3:8	8. Circle the best estimate to $39 + 78$: 100 110 <input checked="" type="radio"/> 120 130	3:16	18. $\frac{4}{6} = \frac{?}{3}$ <table border="1" data-bbox="1061 940 1141 1220"><tr><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td></tr></table>								
3:9	9. One orange costs thirteen pence. How much will four oranges cost?	3:17	19. Add the fractions. $\frac{5}{7} + \frac{1}{7}$								
3:9	10. What is the missing number? <input type="text"/> - 14 = 22	3:18	20. Write the largest fraction. $\frac{1}{6}$ $\frac{1}{3}$ $\frac{1}{4}$ $\frac{1}{8}$								
Total (A)		Total (B)		Total (C)							
Test Total (A+B+C)		R (0-9)		Y (10-19)							
				G (20-25)							

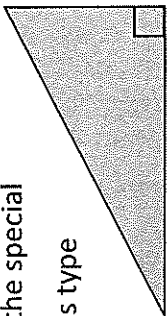
Name: _____ Date: _____ Class/Group: _____

A: Place Value, Add and Subtract		B: Multiply, Divide and Fractions		C: Measure, Geometry and Statistics	
3:1	1. What is the missing number? 0 8 16 24 <input type="text"/>	3:10	11. $27 \div 3 =$	3:23	21. About how long is a kids' cartoon show?  a. 15 minutes b. 50 minutes c. 1 hour
3:2	2. What is the 7 worth in this number? 712	3:10	12. $9 \times 4 =$	3:25	22. Tick the shape which is a face of a cylinder.   
3:3	3. Put these in order, smallest first. 241 412 421 142	3:11	13. Use $7 \times 8 = 56$ to solve: $560 \div 8 =$	3:26	23. How many right angles are in this shape? 
3:4	4. Draw an arrow to label 70. 	3:12	14. Eggs come in boxes of 6. I need 27 eggs. How many boxes should I buy?		
3:5	5. Circle all the multiples of 4. 6 8 14 16 22	3:13	15. Shade $\frac{1}{10}$ of this shape? 		
3:6	6. $612 + 100 =$	3:14	16. Circle $\frac{3}{5}$ of the marbles. 		
3:7	7. $682 + 176 =$	3:15	17. What fraction is labelled? 	3:29	24. Favourite football teams:  9 people said 'Man City'. Show this.
3:8	8. Write a sum to check $54 + 18 = 72$. Check: $72 - \square = \square$	3:16	18. $\frac{2}{8} = \frac{?}{4}$ 		
3:9	9. To a no. I add 13 then subtract 29. I now have 3. What did I start with?	3:17	19. Subtract the fractions. $\frac{5}{7} - \frac{2}{7}$		
3:9	10. What is the missing number? $212 + \square = 307$	3:18	20. Write the largest fraction. $\frac{1}{8}$ $\frac{3}{8}$ $\frac{2}{8}$ $\frac{5}{8}$	3:30	25. How many more people said 'Man Utd' than said 'Chelsea'?
Total (A)		Total (B)		Total (C)	
Test Total (A+B+C)		R (0-9)		Y (10-19)	
				G (20-25)	

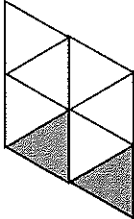

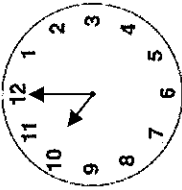
Name: _____ Date: _____ Class/Group: _____

A: Place Value, Add and Subtract		B: Multiply, Divide and Fractions		C: Measure and Geometry	
2:1	1. What is the missing number? 0 2 4 6 8 <input type="text"/> 12	2:11	11. $60 \div 5 =$	2:17	21. Estimate the capacity of a glass. Write a, b or c. a. about 3 litres b. about 30 millilitres c. about 300 millilitres
2:2	2. What is the value of the 7 in this number? 73	2:11	12. Which are the odd numbers? 7 14 21 28	2:19	22. How many two pence (2p) coins are the same value as a twenty pence (20p) coin?
2:3	3. What number is labelled? 	2:12	13. What symbol is missing? $3 \square 9 = 27$	2:20	23. Katie has sixty pence (60p). She spends forty-five pence (45p). How much money does she have left?
2:4	4. Which numbers are < 12? 12 10 5 15	2:12	14. What symbol is missing? $21 \div 7 \square 3$	2:21	24. Which is longest? Write a, b, or c. a. half an hour b. 40 minutes c. three quarters of an hour
2:5	5. Write this number in numerals. forty one	2:13	15. Is this true? Write 'yes' or 'no'. $30 \div 10 = 10 \div 30$	2:22	25. Draw the hands to show Ten minutes to six.
2:6	6. There are 30 children in a class. 16 are girls. How many are boys?	2:14	16. 3 children share 18 sweets. How many sweets does each child get?		
2:7	7. $20 - 15 =$	2:14	17. 8 teams enter a 5-a-side contest. How many players are in the contest?		
2:8	8. $82 - 10 =$	2:15	18. Write the fraction one third in numerals.		
2:9	9. Is this true? Write 'yes' or 'no'. $25 + 16 = 16 + 25$	2:15	19. One quarter of a cake is eaten. How many quarters are left?		
2:10	10. Use $14 + 58 = 72$ to help find: $72 - 58 = \square$	2:16	20. What is $\frac{1}{2}$ of 28?		
Total (A)		Total (B)		Total (C)	
Test Total (A+B+C)		R (0-9)		Y (10-19)	
				G (20-25)	

Name: _____ Date: _____ Class/Group: _____

A: Place Value, Add and Subtract		B: Multiply, Divide and Fractions		C: Measure and Geometry	
1. What is the missing number? 18 27 <input type="text"/> 45 54	4:1 36	11. $36 \div 6 =$	4:9 6	21. A plant is 73cm tall. How many more centimetres does it have to grow before it is 1 metre tall?	4:19 27cm
2. What is the missing number? 49 56 63 70 <input type="text"/>	4:1 77	12. Two factors of 48 add up to 16. What are they?	4:10 4, 12	22. Calculate the perimeter of a square that has a side length of 4.5cm.	4:20 18cm
3. What is 1,000 more than 1?	4:2 1,001	13. $257 \times 9 =$	4:11 2,313	23. Here are the heights of three brothers. Who is tallest? <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 5px; text-align: center;">Dave 1.3m</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">Andy 145cm</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">Phillip 1.25m</div> </div>	4:21 Andy
4. Round this number to the nearest 10: 7,548	4:2 7,550	14. In a class of 25 there are 3 girls for every 2 boys. How many are boys?	4:12 10		
5. What is $5 - 11$?	4:3 -6	15. $\frac{1}{3} = \frac{5}{?}$ <input type="text"/>	4:13 15	24. How would 11:08pm be shown on a 24 hour digital clock? <input style="width: 100px; height: 30px;" type="text"/>	4:22 23:08
6. What is the value of the 6 in this number? 6,283	4:4 6,000	16. What is the missing number? 5.07 5.08 5.09 <input type="text"/>	4:14 5.1(0)		
7. Write the number 45 in Roman numerals.	4:5 XLV	17. $\frac{9}{8} + \frac{2}{8} =$	4:15 $\frac{11}{8}$	25. What is the special name for this type of triangle? 	4:23 Right-Angle or Scalene
8. $2,859 - 1,364 =$	4:6 1,495	18. Write 0.1 as a fraction.	4:16 $\frac{1}{10}$		
9. Write the sum to check $252 + 125 =$ $377: 377 - \text{input} = \text{input}$	4:7 252, 125	19. $9 \div 100 =$	4:17 0.09	Total (A)	Total (C)
10. I have 5. I spend 2.65 then 97p. How much do I have left?	4:8 £1.38	20. Round 5.4 to the nearest whole number.	4:18 5		
Total (A)	Total (B)	Total (C)			
Test Total (A+B+C)	R (0-9)	Y (10-19)			G (20-25)

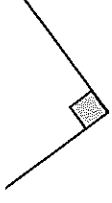
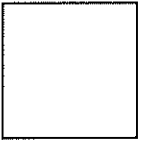
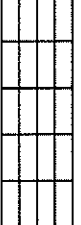
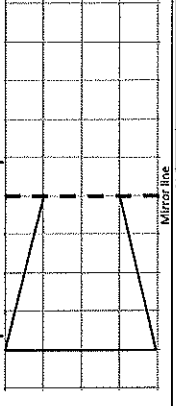
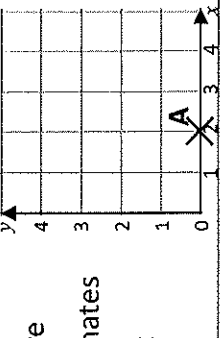
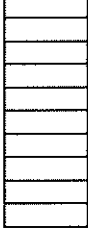
Name: _____ Date: _____ Class/Group: _____

A: Number and Place Value		B: Fractions and Measure		C: Measure and Geometry	
1:1	1. What is the total score on the dice?	1:11	11. Circle $\frac{1}{2}$ of the sweets.	1:16	16. If today is Tuesday, then Monday: a. is today. b. is tomorrow. c. was yesterday.
1:2	2. What is the missing number? <input type="text"/> 20 30 40 50	1:12	12. What fraction of this shape is shaded? 	1:17	17. How many hours are in a day? a. 12 b. 24 c. 48
1:3	3. What number is one more than 73?	1:13	13. Circle the animal that is quicker than the other. 	1:18	18. What time does this clock show? 
1:4	4. Circle the right phrase: 8 is less than/equal to/more than 2x4	1:14	14. A man times himself running a marathon. Which number represents the hours? 04:38:28	1:19	19. Draw a rectangle on the grid.
1:5	5. Write this number in numerals: sixteen	1:15	15. How much altogether?	1:20	20. What number will the dial be pointing to after a half turn?
1:6	6. What symbol is missing? 6 <input type="text"/> 1 = 5				
1:7	7. What is the missing number? 20 - <input type="text"/> = 7				
1:8	8. $9 + 6 =$				
1:9	9. Jo has 15 sweets. After eating some she has 4 left. How many did she eat?				
1:10	10. Eggs come in boxes of 6. If I buy 2 boxes, how many eggs do I have?				
Total (A)		Total (B)		Total (C)	
Test Total (A+B+C)		R (0-7)		Y (8-15) G (16-20)	

Name: _____

Date: _____

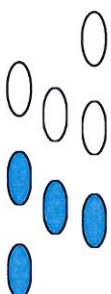
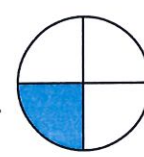
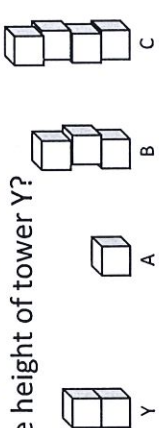
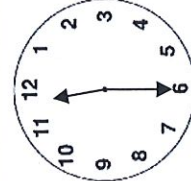

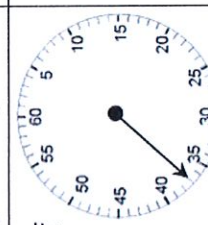
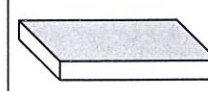

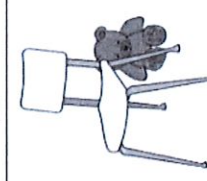
Class/Group: _____

A: Place Value, Add and Subtract		B: Multiply, Divide and Fractions		C: Measure and Geometry	
4:1	1. What is the missing number? 14 21 <input type="text"/> 35 42	4:9	11. $11 \times 12 =$	4:19	21. Rebecca went travelling for 5 weeks and 4 days. How many days was she away for in total?
4:1	2. What is the missing number? 36 42 48 54 <input type="text"/>	4:10	12. Complete the sum that is equal to 6×27 : $6 \times \square \times 9$	4:24	22. What name is given to this type of angle? 
4:2	3. Round this number to the nearest 10: 3,192	4:11	13. $59 \times 7 =$	4:25	23. Draw all the lines of symmetry on this square. 
4:2	4. Round this number to the nearest 100: 7,548	4:12	14. One wooden block is 4cm tall. If 14 blocks are piled up, how tall are they? 	4:26	24. Complete this shape: 
4:3	5. What is the next number in this sequence: 3, 0, -3, <input type="text"/>	4:13	15. $\frac{1}{?} = \frac{4}{20}$	4:27	25. What are the co-ordinates of the point labelled A? 
4:4	6. Write < or > to make this correct: $1,324 \square 1,605$	4:14	16. Shade $\frac{1}{10}$ of this shape. 		
4:5	7. What number does this Roman Numeral represent? XLV	4:15	17. $\frac{19}{15} - \frac{11}{15}$		
4:6	8. $4,763 + 692 =$	4:16	18. Write $\frac{4}{10}$ as a decimal number.		
4:7	9. Estimate the answer to: $8,978 - 6,512$	4:17	19. What is the value of the 1 in: 8.15		
4:8	10. Sarah had 35. She bought a 15 DVD and a 8 CD. How much left?	4:18	20. A log is 8.5 metres long. It is cut in half. How long is each piece?		
	Total (A)		Total (B)		Total (C)
	Test Total (A+B+C)		R (0-9)	Y (10-19)	G (20-25)

Name: _____

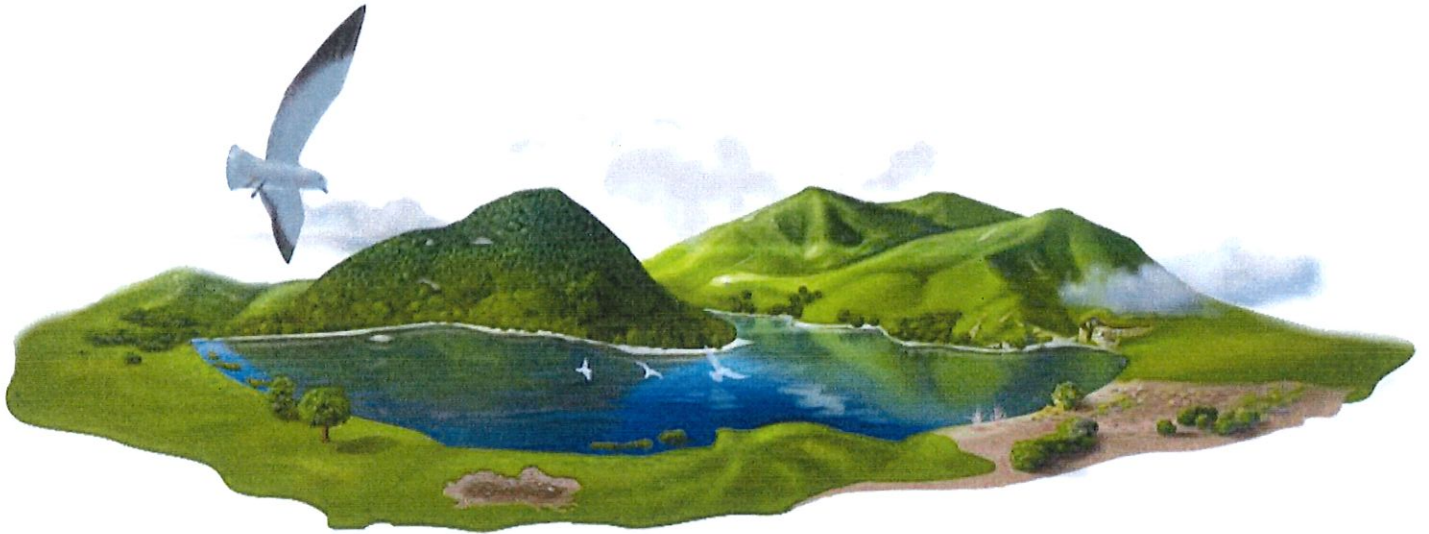
Date: _____

Class/Group: _____

A: Number and Place Value		B: Fractions and Measure		C: Measure and Geometry	
1:1	1. What is the missing number? 72 73 74 <input type="text"/> 76	1:11	11. Colour in $\frac{1}{2}$ of the counters. 	1:16	16. If tomorrow is Monday, then Sunday... a. was yesterday b. is today c. is tomorrow.
1:2	2. What is the missing number? 2 4 6 8 <input type="text"/>	1:12	12. Colour in $\frac{1}{4}$ of the shape. 	1:17	17. What month comes before April? a. February b. May c. March
1:3	3. What number is one more than 38?	1:13	13. Which tower is half the height of tower Y? 	1:18	18. What time does this clock show? 
1:4	4. What number is labelled? 	1:14	14. A boy timed himself running a race. How many seconds did he take to finish? 	1:19	19. What is this shape? 
1:5	5. Write this number in words: 18	1:15	15. How much altogether? 	1:20	20. The teddy bear is: 
1:6	6. What symbol is missing? 7 <input type="text"/> 4 = 11				
1:7	7. What is the missing number? $15 + \text{ } = 20$				
1:8	8. $18 - 9 = \text{ }$				
1:9	9. There are 15 people on a bus. 9 get off. How many people are there now?				
1:10	10. 12 pens are shared by 4 children. How many pens do they get each?				
Total (A)		Total (B)		Total (C)	
Test Total (A+B+C)		R (0-7)		Y (8-15)	
				G (16-20)	

Adventure Island Activities – week 1 of 2 – week beginning 06/07/20.

😊 Welcome to Adventure Island! 😊



Adventure Island is a place to have fun, learn new skills and most importantly to be creative.

Over the next two weeks you will be completing lots of fun activities on Adventure Island.

For your own safety, please stick to the daily planning and if you can't swim, please wear a lifejacket at all times!

Monday – Adventure Island:

Adventure Island does not exist yet! It's all in your head, so before we can visit you need to bring the island to life.

Monday, activity 1, draw Adventure Island.

You need to think carefully about the climate and biomes you'd find on the island.

We'd like you to draw a top-view (sometimes called birds eye view) and a side-view.

The top-view will give us the shape of your island and show us where things are, the side-view will give us an idea about how mountainous your island is. The posh word for this is **topography**.

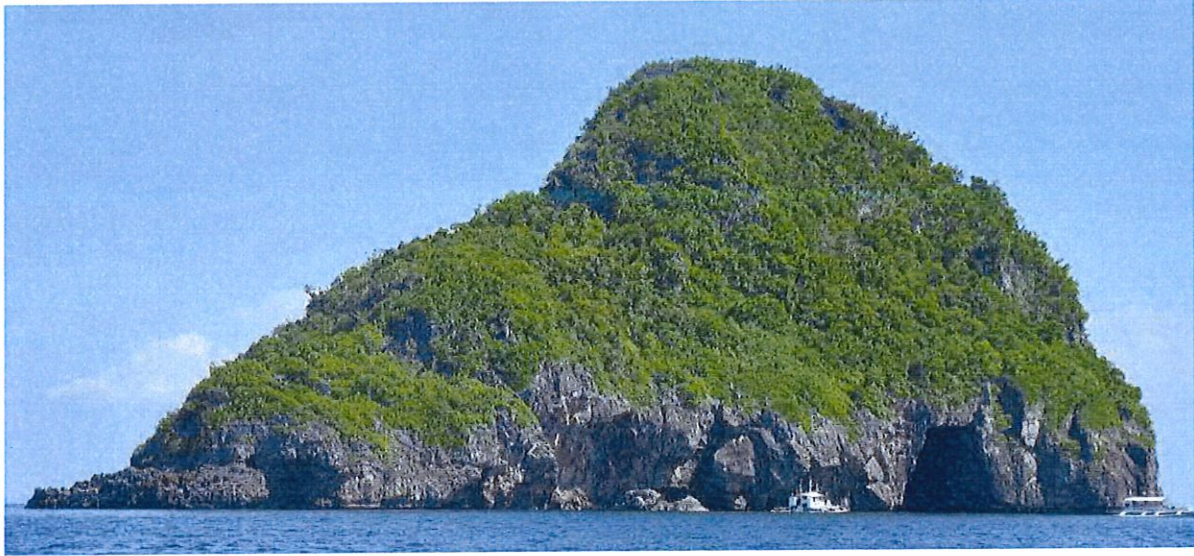
See the examples below.



Examples of top-views.



Examples of side-views.



Monday, activity 2, draw a map of Adventure Island and mark on some features.

If you remember in last week's Maths, we looked at coordinates and their link to maps.

Therefore, we'd like you to draw a map of Adventure Island and make a key for it too.

Your key can include whatever you like, it will largely depend on the biome and climate you chose earlier.

HOWEVER, YOUR MAP MUST INCLUDE:

1. A camp site – we will explain why in a later activity.
2. A native village – yes, we'll explain why later.
3. An obstacle course – this will be explained next week.
4. Quicksand - this will be explained next week

To draw the map:

First: copy the shape of your island into the blank grid on the next page. If you don't have a printer, just draw the island and the symbols in your green book, no grid necessary.

Then: add your features, like lakes, waterfalls, mountains, jungle etc etc.

You can add extra boxes to the key if you need to.

How did you get to Adventure Island?

Boat or Airplane? A harbour or airstrip needs to be included as well!

My Adventure Island Map.

15															
14															
13															
12															
11															
10															
9															
8															
7															
6															
5															
4															
3															
2															
1															
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o

Key:

feature	Coordinates
Camp site	
Obstacle course	
Native village	
Quicksand	

feature	Coordinates

feature	Coordinates

Tuesday – tent time!

Now to find out why you drew a camp site on your map of Adventure Island!

When you visit Adventure Island you will be staying in a tent, sorry we can't afford 5 star hotels with swimming pools, room service and en suite jacuzzi baths (Mr Harrowing says he's not visiting then!).



It would also be nice to visit the island with a friend (one), so start thinking which of your friends you'd like to go with.

Tuesday, activity 1, design the inside of your tent.

Just because you are staying in a tent doesn't mean you can't be comfortable! (Mr Harrowing says yes it does)

You will be sharing the tent with your friend so you can have midnight feasts and talk for hours after you've gone to bed, just like a sleep over.

Just like your drawings of Adventure Island you will need a top-view and a side-view of your tent layout.

You will need to think about where you're both going to sleep, where your clothes will be kept, how you will be able to read (yes you are taking books to Adventure Island and yes that will be explained in an activity next week).

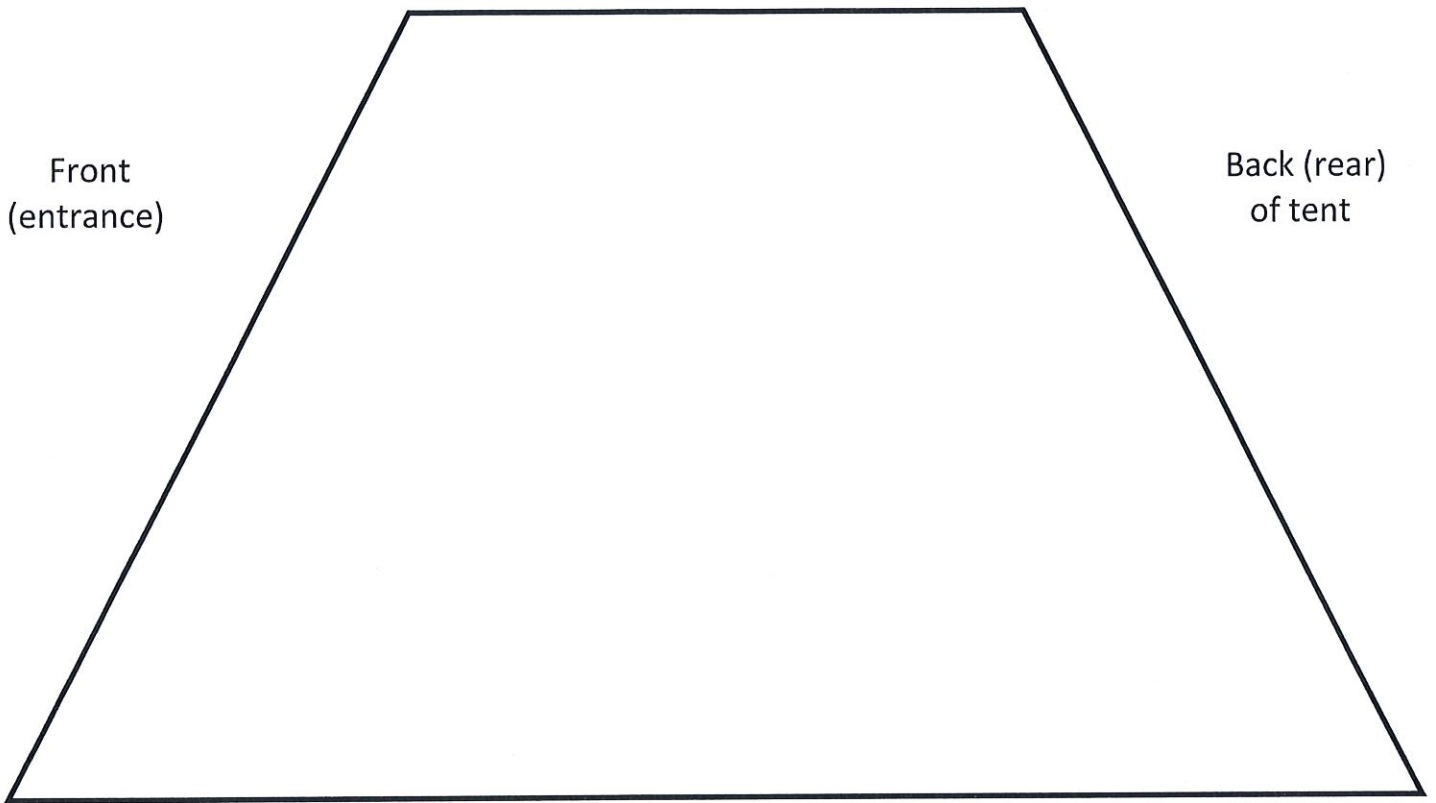
You also need to think about how you can make your tent homely 😊.

Either print out the next page, or copy it into your green book, it's not that complicated to do.

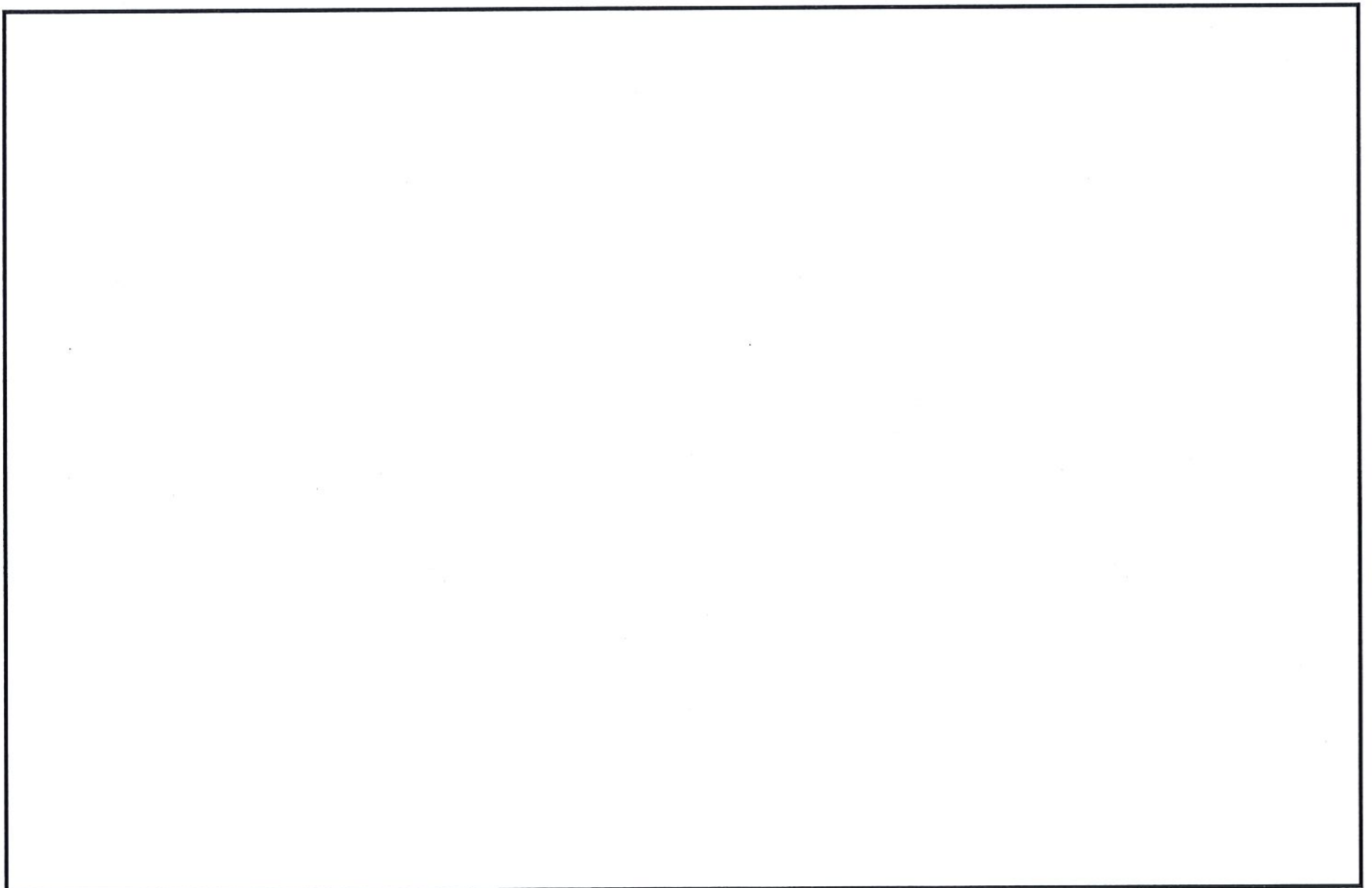
You are visiting Adventure Island for two weeks so make your tent comfortable!

My tent designs.

Side-view



Bird's eye (top) view



Tuesday, activity 2, thinking about your chosen friend.

Earlier you chose a friend to share your tent and adventures with on Adventure Island. We'd like to know who you chose and why.

Draw a picture of your friend and around the picture write down all the reasons why you chose to take them to Adventure Island with you.

It doesn't need to be someone at TSG, but you do need to write their name down 😊.

Wednesday: Andy Goldsworthy style land art.

Now you've settled into your tent it's time to start some of the activities on offer.

Wednesday, activity 1: Andy Goldsworthy.

To find out about Andy Goldsworthy:

First: look at **Andy Goldsworthy.pptx**. this PowerPoint gives you information about who he is and the sort of artwork he does.

Then: follow this link to see some examples of the style of art you are going to produce in a short while.

https://www.google.co.uk/search?q=andy+goldsworthy+land+art&source=lnms&tbn=isch&sa=X&ved=2ahUKEwj3_Lf7JfqAhXkWxUIHYNYDdUQ_AUoAXoEC_CwQAw&biw=1184&bih=814#imgrc=PzdeOxGQIEDI3M

Wednesday, activity 2: create some Andy Goldsworthy style land art.

Andy's land art is all about using the materials he finds in the place he visits. It is meant to be temporary, if it's made of leaves or flowers it will only last until the wind blows them away, or the flowers shrivel and die, or something walks through them or even eats them.

Go out into your garden and create a piece of Andy Goldsworthy style land art from whatever you find around you. It can include artificial things as well as natural. If your Dad says you must cut the grass before you start or do some weeding first, he's fibbing!

If you don't have a garden, then gather small objects and items from your bedroom and from around your home and do something similar. Please don't use anything breakable or valuable or we'll all get into trouble 😞.

Because it is only temporary make sure you get a photo of it as soon as you've finished it. Also please ask before you start to pick flowers or leaves.

Thursday – campfire cookery.

Often when you go camping you would light a campfire and toast marshmallows over it, drink hot chocolate and sing campfire songs.

Thursday, activity 1: Find a campfire recipe you could cook.

The Island cook is ill! Therefore, if you want to eat you need to find a recipe for something you could easily cook either on or next to a campfire.

We are not accepting toasted marshmallows as a recipe!

The best sort is something that cooks on the hob and in one or two pans, or a baking tray. It's also a good idea to find something that doesn't need to be cooked at an exact temperature or for an exact amount of time – so no soufflés!

Thursday, activity 2: Invent a way to hold your cooking pots above the fire.

The pots and pans you use cannot be put directly onto the campfire.

Firstly, the fire is not level, so the pots and pans are likely to topple off and spill their contents.

Secondly, the food inside would burn very quickly because the fire will be really hot!

Invent a way of keeping the cooking pot above the fire. Be imaginative and think outside the box.

Tip – think about how The Celts cooked their food over a fire!

Draw and label a picture of your invention.

Thursday, activity 3: Write down your campfire recipe.

First: list the equipment you will need.

Next: list the ingredients.

Finally: either write or storyboard the method for making your recipe.

Thursday, extension: make and taste your campfire recipe.

Much that we would love you to make a campfire in your back garden and cook things on it, we are pretty certain that your parents would not be that impressed to see you do that and it can also be a bit dangerous!

So, cook your recipe on the hob with adult help and see what it tastes like instead.

Friday – native village visit.

On Adventure Island is a native village – remember you added it to your map of the island on Tuesday. You forgot 😞! Well add one now then 😊!

These natives are friendly, but don't speak English!

One of your activities while you are on Adventure Island is to go and explore the native village and meet the villagers.

Friday, activity 1: Draw the native village.

Imagine you are visiting the village.

For this activity, we would like you to draw what you see as you approach the village.

Your drawing will need to include their houses, some villages so we can see their style of clothes, maybe some of the animals they keep – either as food, or for pets – some village children playing some of their games etc etc.

Friday, activity 2: Learn their language.

As you know already, these villagers are friendly, but they don't speak any English, so it's no good just raising your voice and shouting at them, they still won't know what you are on about.

Unfortunately, the only translator (the person who speaks English and the language of the Adventure Island natives) has got a sore throat and can't speak. There's a lot of illness going around, first the cook now the guide...

While you are being shown around the village the stand in guide will probably be pointing things out and telling you what they are called in their own language.

By pointing at lots of things and repeating words you will eventually learn their words for things like house, tree, girl, boy, man, woman, hat, dress etc.

Label the things you can see in the picture you drew of the village, first write down the English word, then write down the word for it in the Native's language.

Use **one colour** for the **English word** and **another colour** for the **Native word**.

Try to be consistent:

If their word for tree is **boof** and their word for house is **floppe**, then a **tree house** would be a **boof-floppe**.

In other words, you are inventing a new language.

Adventure Island week 1 extra activities.

These can be completed if your child would like something else to do. They can be started and completed at any time this week.

Extra activity 1 – Adventure Island encyclopaedia:

If you remember, for one of our Long Writes we created an encyclopaedia of plants and animals we would find on an alien planet.

Why not create an encyclopaedia of plants and animals you would see on Adventure Island. They don't have to be real animals and plants, be creative 😊.

You are on an island, so don't forget to include some plants and animals you would find on the beach, or in the sea around the island too.

Extra activity 2 – Design a warning sign:

No matter where you go abroad for your holidays, there always seem to be some sort of dangerous animal, or plant that you shouldn't come into contact with.

For example, if you go to Australia it's trapdoor spiders, or if you go to America it's poison ivy.

Adventure Island is no exception, yes you do have lots of fun, but there are things you need to be aware of to avoid!

Design a poster to warn visitors of an animal or plant they should avoid while exploring the island.

Remember to include, size, where it is found, why it's best to avoid it and what to do if you do come into contact with it. For example, they say you should run away from a crocodile in a zig-zag pattern because the crocodile can't run in zig-zags! However, that's a lot of rubbish, you run in a straight line, humans can run a lot faster than crocodiles!

Extra activity 3 – Build a bivouac:

Get creative in the garden, or your bedroom and build a bivouac!

A bivouac is a temporary shelter, or camp.

It can be made from anything you have to hand, please don't just put up a tent!

Why not time your bivouac building with the campfire cookery activity and eat your meal in your bivouac.

Extra activity 4 – Design an outfit suitable for surviving Adventure Island:

When you watch TV programmes where people go on journeys of adventure or show you dangerous animals (like Deadly 60) you see the presenters wearing outfits with lots of pockets and carrying backpacks. The pockets and backpacks are full of useful gadgets and tools to help them get to where they need to be, survive if things go wrong, food, water, rain clothes, first aid kits etc etc.

Think about all the things you might need to carry with you as you explore Adventure Island with your friend.

Design an outfit for you and your friend to wear while on your adventures around Adventure Island.

Draw the outfit and think about where all the gadgets you need will go.

You could draw some of them around your outfit drawing, draw arrows to the pockets they fit into on your outfit.

Draw the outline of a backpack and inside draw all the gadgets etc you would carry in there as well.