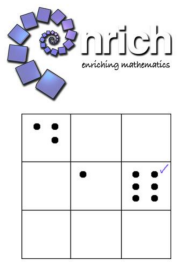
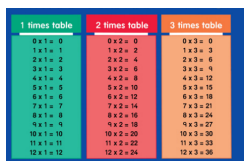


	Monday	Tuesday	Wednesday	Thursday	Friday
Spelling	Look at the first hundred high frequency words for your year group. How many can you spell? Practise those that you can't spell Use either pyramid spelling or hangman to practise. 	If you have an old washing up bottle, can you squirt the words on a patio, outside wall or on a tiled bathroom? Here are some words if you are stuck. Pick words from the work you have completed already that you know you find difficult. remember, surely, first, last, colour, hoping, difficult, like, easy, each, brother, friend, would, should. 	Choose five words from your spellings. Write down 2 of the same word. Turn them over and play a pairs game.	Write a sentence using your spellings.	Time Speed write your spellings. How many times Can you write your words in 60 seconds.
English—Reading/Writing	This week you are going to write a diary. This can be just two lines a day or more if you wish. It can be about what you are doing this week or what you would like to be doing	Today in your diary writing I would like you to include the words: Oh my goodness E.G Oh my goodness there was a huge slug on my lettuces when I looked. ‘Oh my goodness’ dad shouted it is raining on the washing.	Today in your diary writing I would like you to use a conjunction. but, so, because, whereas, whilst, however	Today in your diary writing I would like you to include a picture. Something that is relevant to what you have written about. 	Finish your diary for this week and make sure that you have added a date for each day!
Maths	https://nrich.maths.org/content/id/10092/DottySixLargeGrid%20new.pdf Dotty Six Here's a game to play with a friend, a 3 by 3 grid and a six sided dice. Take turns to throw a dice, then draw that many dots in one of the boxes on the grid. You can't split them up and a box can't have more than six dots in. The person who completes a line of three sixes wins! Thousands more problems can be found on the NRICH maths website: http://nrich.maths.org 	https://nrich.maths.org/content/id/6605/Nice%20or%20Nasty%20-%20Instructions%20Sheet2.pdf There are nasty versions of this game but we'll start with the nice ones... Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one. Each of you draw a set of four boxes like this: Player 1 Player 2 Game 1 Take turns to throw the dice and decide which of your four cells to fill. Do this four times each until all your cells are full. Whoever has the largest four digit number wins. There are two possible scoring systems: - A point for a win. The first person to reach 10 wins the game - Work out the difference between the two four-digit numbers after each round. The winner keeps this score. First to 10000 wins. Now for some variations... Game 2 Whoever makes the smallest four digit number wins. Adapt the scoring to suit. Game 3 Set a target to aim for. Then throw the dice four times each and work out how far each of you is from the target number. Whoever is closest wins. 	Practise your times tables. Can you beat your parent?. 	Make sure you know the months of the year in order. Which months are winter months? Which months are summer months? Which months are in the Autumn? Which months are in the Spring?.	Choose a starting number between 0-20. Throw and catch a beanbag or ball: count on 10 on every successful catch. Choose a starting 2 digit number. Count on a 100