

Below are some ideas of challenges for you to complete over the week. Please don't feel pressured to record or log any of them but we love to see pictures uploaded to our Key Stage email address – remember dojos are given for the challenges completed!

English: root words



happy

How many words can you make from the root word: **happy** ? (e.g. happiest)

Draw a tree and write 'happy' in the roots and other 'happy' words in the branches.
Have a go with '**bright**' too.

RE

Love Trust Honesty Hope

'He is not here; he has risen! The Son of Man must be delivered over to the hands of sinners, be crucified and on the third day be raised again.' (Luke Ch24 v6-7)

In your opinion, which school value does this Bible verse link to the best and why?



Geography

In Geography, we have been looking at maps and some map symbols. Here's a reminder of some of them:



Cycle trail



Nature reserve



Theme or pleasure



English Heritage



Other tourist feature



Viewpoint



Fishing



Parking



Visitor centre

The people who make maps need new signs for maps to show more modern things. Your job is to design new symbols, in one colour, with no writing – except possibly one letter. The symbol must make it **obvious** what it is.

Design symbols for: *a phone charging point, 100% phone signal point, solar panel area, ice cream factory.*

Window Wonderland

of the week:

HONESTY: thumbs up, handshake

Website of the week:

<https://rockalingua.com/videos/spring>

Riddle of the week:

What Am I?

I am quick when I am thin, I am slow when I am fat. I help people see and I help people pray.

Answer: a candle



Maths: a number game for two people

- 1) Make a number line from 0 to 20
- 2) Use this grid and choose two numbers.

100	25	5
10	2	36
12	4	3

3) Multiply them or divide them. Eg $100 \div 10$ 10×2

4) If the answer you get can be marked on the number line, then do so.

5) Not on the number line? Then miss a go!

6) First person to get FOUR of their marks on the number line WITHOUT their opponent's marks in between WINS. Use different coloured marks to tell them apart.

- What good ways do you have of winning the game?
- Does it matter if you go first or second?
- How are you deciding which number to aim for next?
- Can you find a winning strategy?

Science: evaporation

Find some open top containers – the same size if possible: saucer, small bowl, plastic bottle etc

Put some water in (measure the same amount) and then leave each (open) container in a different place **where it won't be touched but where you can see it.** Choose a cold place, a sunny place, a warm place and an 'inside space' – like a cupboard.

Look each day to see how much water has gone.
Explain why the water evaporates at different rates.

