


# Tavistock Primary and Nursery School

Year 6  
W/B 18/05/20



**English**  Have you seen the film 'Night at the Museum'? It tells the story of what happens when all of the exhibits in a museum come to life at night. Imagine this happens to you and write a story about your experiences. Think about the exhibits that you bring to life and how their history would affect how they speak, act and behave. Or think about other places ...perhaps a zoo at night when all of the animals can talk to you? What would their stories be? What adventures would you get up to with them?

Read independently and keep a record of the number of pages you have read.

**AIR** -Think about an author who has created an engaging or exciting atmosphere. Describe how they managed to create it - use examples from the text to support your description.

- Listen to a story being read.
- Use the 5/6 spelling list (available in your home school diary or online) to practise how to spell them. **Choose one word and see how many related words you can find - build a word web,**

Watch Newsround and discuss the topic with a member of your family.

## Maths

- Practise your time tables on Rockstars, use Numbots for calculation practice
- Practise multiplying and dividing by 10,100 and 1000 (**up to tens of millions**)
- Daily Arithmetic practice MyMiniMaths website.

Did you know there is a Maths Gallery at the Science Museum in London? You can visit it on a virtual tour - have a look!

<https://www.sciencemuseum.org.uk/see-and-do/mathematics-winton-gallery>

Design your own Maths Bingo games:



There are lots of ways of making a bingo game so do some research if you can to help you come up with some ideas. The simplest way is to make a set of cards with different answers in a grid. Then make another pile of cards each one with a calculation on that will give one of the answers in the grid. Turn them over one at a time - the person with the answer to the calculation on their board wins the card.

You could use : decimals, addition, subtraction, multiplication, division, fractions and equivalent measures... or anything else you can think of...get creative!

## Science and Foundation subjects



Archimedes was a famous mathematician and scientist. Investigate the Archimedes screw - it's fascinating! Look on Youtube for the STEM activity, or research other ways to make one of your own. Write and illustrate your own set of instructions either about how the screw works or making your own.

What makes day and night? Investigate and create a poster that explains how this happens. Have a look at the ideas below and create a piece of day/night art of your own.



Find two contrasting pieces of music which create different atmospheres. You could try and match them to day and night or any other opposite contrasts.

Choose one mathematician from history and write a short biography about their influence and achievements.

## Exercise

Design a bingo board of activities. For example: 25 star jumps in one square and run on the spot for 5 mins in another. Who in your family can tick off the most squares in a week? What will their reward be?

## Websites

<https://spellingframe.co.uk/> Work your way through the spelling rules for year 5 and 6  
<https://www.topmarks.co.uk/maths-games/7-11-years/times-tables>  
<https://www.topmarks.co.uk/maths-games/hit-the-button>  
<https://play.ttrockstars.com/> Make sure you login using our school name

