<u>Kestrels Home Learning Monday 18th May</u> <u>Weekly tasks to do when possible:</u>

Grammar and spelling: Using a thesaurus! Check out the slide about grammar and spelling.

Arithmetic: Practise multiplying whole numbers and decimals. Remember a whole number can always be changed to a fraction with 1 as the denominator. Challenge yourself by trying some mixed numbers.

Please make sure you are reading daily, for at least 20 minutes.

Japan Activities for the week!

Our weekly focus for this week is: Round up Research!

This week I would like you to use your time to find out anything else about Japan which you haven't found out yet! You could revisit any of the tasks from the previous weeks which you didn't manage to complete or research your own interests!

Feel free to present this information in any way that you would like.

Spelling and grammar

This week I would like you to practise looking up words in a thesaurus and finding some new words to use in your writing.

Below are some new words which I have learnt this week, can you find any words that interest you?

Crepuscular- relating to twilight, most active at dusk. An example- Many animals are crepuscular.

Auroral- relating to the dawn, most active at dawn. An example- some animals are auroral. Miss Stanley is far from auroral.

Write some sentences using the words and try to use them in speech throughout the day.

Challenge: Can you find a word which your family doesn't know?



<u>Kestrels - Monday 18th May 2020</u>

Maths- To plot coordinates on a grid.

English- To read the next 2 chapters of GMT.

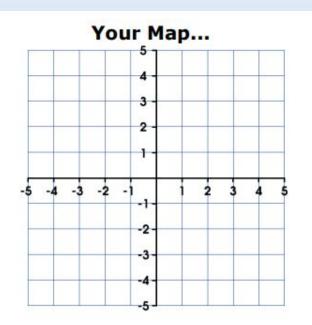


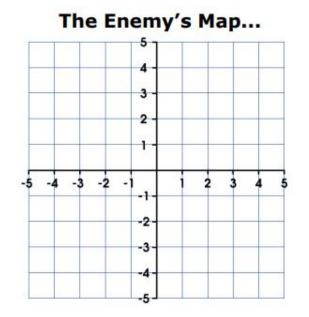
L.O: To plot coordinates on a grid.

Have a go at co-ordinate battleships!

Can you guess the co-ordinates of someone else's ships before they guess yours? If you don't have someone to play with, have a go at the picture reveal challenge on the next slide.

There is a template below.



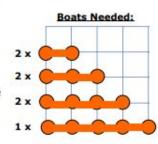


On your map, you need to mark 7 boats... two boats with 2 spots, 2 boats with 3 spots, 2 boats with 4 spots and a 5-spot boat. The spots in each boat can only be horizontal or vertical (NOT diagonal), and must be placed on the grid-lines.

Decide who is starting.

Try to guess where your enemy's boats are, by asking them for a co-ordinate. If it hits one of your boats' spots, draw a cross on that spot, and you get another guess... if it's a miss, draw a circle there and your enemy has a turn to guess where your boats are hidden.

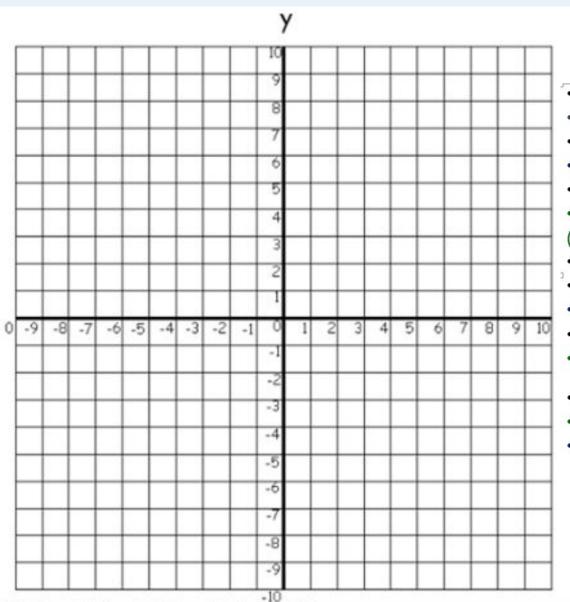
Keep playing by taking turns until there is a winner – the one who sinks all SEVEN boats.



https://www.bbc.co.uk/bitesize/topi cs/zdbc87h/articles/zvvmtv4-Plotting co-ordinates.



Use knowledge of plotting co-ordinates to draw a picture which will be revealed! Can you plot all the co-ordinates to reveal the picture?



- Draw (-7,2) to (-7,4) to (-6,4) to (-6,2) to (-7,2).
- Draw (-6,-1) to (-6,-3) to (-5,-3) to (-5,-1) to (-6,-1).
- Draw (-2,-1) to (-2,2). Draw (3, -1) to (3, 2).
- Draw (6,-2) to (8,-2) to (8,-4) to (6,-4) to (6,-2).
- Draw (-3,1) to (-1,1).
- Draw (-8,-8) to (-8,6) to (-9,7) to (-9,8) to (-3,8) to (-3,7) to (-4,6) to (-4,-8).
- Draw (2,1) to (4,1).
- Draw (-8,-8) to (9,-8) to (9,6) to (7,10) to (5,6) to (5,-8).
- Draw (-2,-8) to (-2,-3) to (-1,-2) to (2,-2) to (3,-3) to (3,-8).
- Draw (5,6) to (9,6). Draw (-9,7) to (-3,7).
- Draw (-4,4) to (-3,4) to (-3,3) to (-2,3) to (-2,4) to (-1,4) to (-1,3) to (0,3) to (0,4) to (1,4) to (1,3) to (2,3) to (2,4) to (3,4) to (3,3) to (4,3) to (4,4) to (5,4).
- Draw (6,0) to (6,3) to (7,4) to (8,3) to (8,0) to (6,0).
- Draw (2,3) to (2,9) to (4,8) to (2,7).
- Draw (2,8) to (4,8). Draw (3,7.5) to (3,8.5).

English

L.O: To read the next 2 chapters of GMT.

Read chapter 18 (Recovery) and chapter 19 (The sea, the sea, the sea!) of Goodnight Mister Tom. We are going to finish the book this week!

