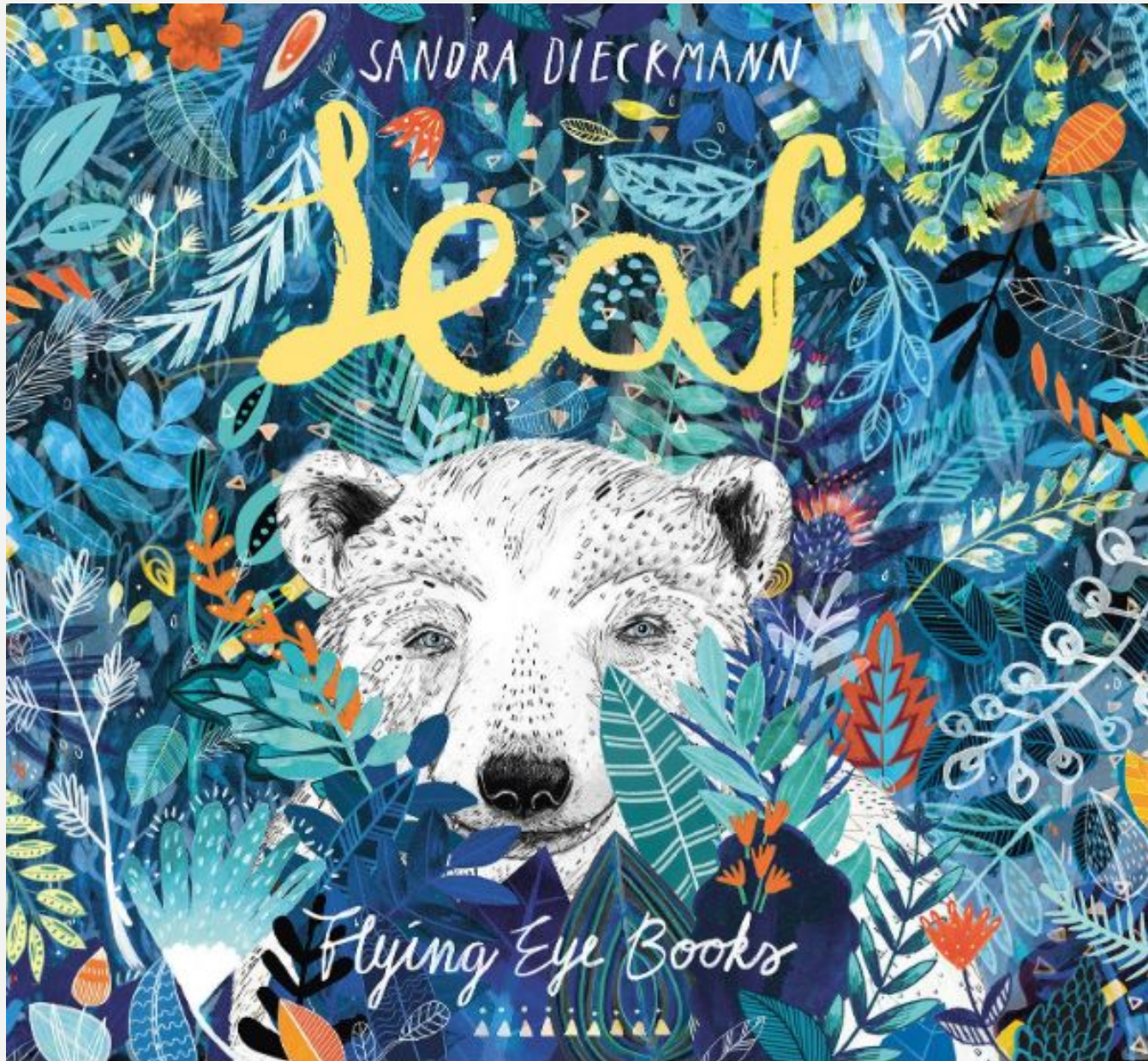


Monday 20th and Tuesday 21st July

Well done for making it to the end of term! The activities for the last two days are all centred around the book 'Leaf' which you can find read by Mrs. Godbold on the school Facebook page.

I have suggested lots of activities to do around the book from our Power of Reading scheme. This is something we have started this year and will be continuing in September. I hope you enjoy the activities! Choose which ones interest you and complete as many as you like.



Have a think...what could this book be about just from looking at the front cover?

Now watch Mrs. Godbold's video which can be found on the school facebook page. This explains a bit about what Power of Reading is. Mrs. Godbold reads the story to you on this video.

Suggested English activities:



Crow saw the strange white creature, carried upon the dark waves towards the shore.

2.) Here are some other questions you could think about after listening to the story:

Why did the other animals not approach Leaf? What might they have been scared of?

Would you have talked to Leaf? If you would, what would you say?

What was Leaf trying to do when he leapt off the cliff? How did he feel when he went back to his cave?

Why did the crows scream at Leaf to wait when he jumped for the second time?

Look at these images from the first page and the text below. Discuss the following questions:

1.) What does the language 'carried upon the dark waves' suggest about the bear and his travels. Does he want to be going where the waves are taking him? Does he have any control?

2.) Which character has the most power on these pages?

English activities continued:

- 1.) Write a letter from Leaf to the animals back home. What might he want to tell them?
- 2.) Pretend you are writing notes from the animals meetings in the woods. Can you make up what they might say and write a play script based on this? For example:

Fox: He is scary and big!

Owl: I think we need to send him home.

Crow: Us crows agree, it is time for him to leave.

Do you think any of the animals might stick up for Leaf? Write their comments in your play script too!

- 3.) Retell the story from the point of view of the crows looking at Leaf's journey and his attempts to leave from above.
- 4.) Create a fact file all about one of the animals from the story.

Suggested maths activities:

1.) See what different leaves you can find outside. Put these into a tally chart and then draw a bar graph for the number of different leaves collected. Which is the most common leaf? Which is the least common?

2.)



Can you write the 4-figure grid references for the animals in this table?

Fox =

Polar bear =

Badger =

Crow =

Mouse =

Otter =

Seal =

Wolf =

Could you draw your own grid (try 6-figure if you want a challenge!) and add your own animals from the story?

Other activities

Art

Can you create a collage like some of the illustrations in the book? You could collect natural materials like leaves and put them together in a collage or cut out pictures and stick those in too. You could also add your own sketches and illustrations to your collage.

Could you find out about places in the UK where there are lots of natural sculptures? You could make your own sculptures using twigs, leaves, or whatever else you can find outdoors. Look at the artwork of Andy Goldsworthy to inspire you.

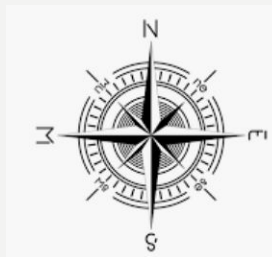


Geography

Draw a map of Leaf's old home and new surroundings.

Can you create a key to go with it? You could use play-dough or salt dough to build a 3D map and add leaves and small branches for trees etc. Could you put on the important physical landmarks mentioned in the story, like the cliffs?

Research the kind of countries Leaf could have come from and plan his journey home using google maps and compass directions?



Other activities continued:

Geography

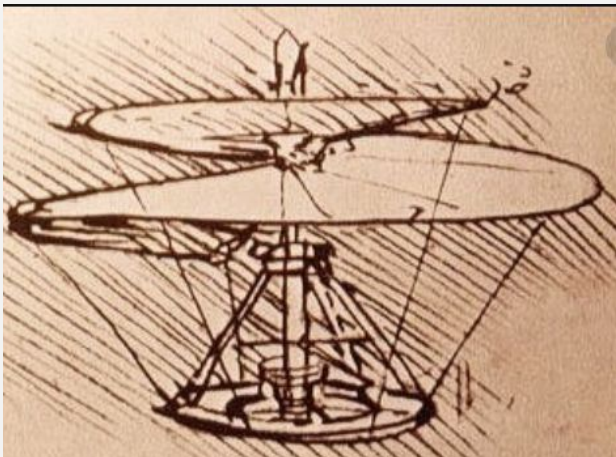
Find out about the Arctic and Antarctica and the threats facing these places and the animals that live there using this link:

<https://www.wwf.org.uk/get-involved/schools/resources/ends-of-the-earth>

Can you think about the threats facing your own local environment and come up with ways to help? You could go on a walk to see what challenges are being faced by the nature around you.

History

Can you find out about the history of flight? Who invented the first flying machine? What were the journeys made by famous aviators such as Amelia Earheart, Bessie Colman and Charles Alfred Anderson.



DT

Design your own flying machine that could help to transport Leaf back to his home. Plan it, test it and evaluate it. What went well/what could be improved?

Science

Draw/make some of the food chains within the story. Where would a polar bear be in a food chain? How about the crows?

