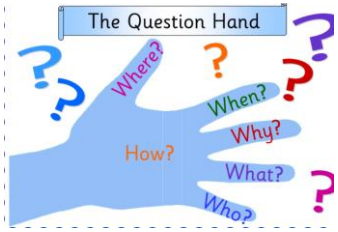
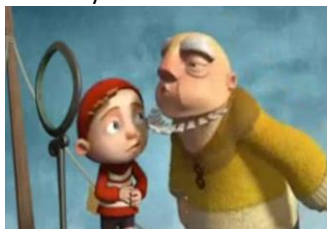
Year 5 / Pine Class - Home Learning Week 2: Inventors

	Day 1	Day 2	Day 3	Day 4	Day 5
English	 Wing it. Look at this image. What do you think this story will be about? What clues can you see? Write a prediction using key vocabulary linked to this image.	Watch the story 'Wing it.' https://www.literacyshed.com/wingit.html Write a set of questions to the aliens to find out more about their love of inventions. Use the question hand. 	 Look at the image from the story 'Wing It.' Write a paragraph explaining what is happening in this scene. Use expanded noun phrases to describe the image.	Re watch the film Wing It. Write a conversation between two of the aliens outlining their decision to help the human inventor. Think about the reasons why they decide to help Sherman. Remember to use speech marks around direct speech and start a new line to show a different character speaking.	Write a set of instructions telling the aliens how to turn Sherman into a first rate inventor. Remember to include: Title Equipment / Apparatus Numbered Steps Imperatives Time conjunctions
Reading	Write a response to the text. https://www.literacyshed.com/cloudylesson.html A Cloudy Lesson  Watch the short film A Cloudy Lesson. Write a letter to the film writer saying what you like	Write a conversation between from Grandfather to Grandson detailing how to make the perfect cloud. 	To think about a character's thoughts and emotions. Complete a thought bubble with how you think the child felt when he could not create a cloud and when he broke his Grandfather's cloud maker. 	Vocabulary – write a descriptive poem. Create a word bank to describe the clouds. Think about the shape, texture and size. Try turning these ideas into a short descriptive poem. Include metaphors and similes to describe the clouds. Remember poems do not have to rhyme. Aim for a minimum of 6 lines to describe the clouds in the film. Example:	Write a blurb for the text. A Cloudy Lesson has just been turned into a written book. You are going to design a front cover for the book and write a blurb telling the reader what the story is about.

	and dislike about the film. Include two questions to the writer.			Shape changing cotton wool, Soaring like an eagle.	
Handwriting	oo Practise these letters carefully and slowly. Can you do several lines of each letter string?	oa Practise these letters carefully and slowly. Can you do several lines of each letter string?	wa Practise these letters carefully and slowly. Can you do several lines of each letter string?	wo Practise these letters carefully and slowly. Can you do several lines of each letter string?	va Practise these letters carefully and slowly. Can you do several lines of each letter string?
Spelling	Practise spelling : **treasure measure enclosure** Do three rows of each and/or put them into a sentence with a capital letter and a full stop.	Practise spelling : **arrive difficult opposite** Do three rows of each and/or put them into a sentence with a capital letter and a full stop.	Practise spelling : **guide guitar guarantee** Do three rows of each and/or put them into a sentence with a capital letter and a full stop.	Practise spelling : **eight weight reign** Do three rows of each and/or put them into a sentence with a capital letter and a full stop.	Practise spelling : **electrician magician possession** Do three rows of each and/or put them into a sentence with a capital letter and a full stop.
Maths	**Rounding to estimate** In this lesson, we will apply our understanding of rounding to the nearest multiples of 10 000 and 1000 to estimate the answer to addition equations. Watch this lesson on: https://classroom.thenational.academy/lessons/rounding-to-estimate-ccr62d	**Adding using the column method** In this lesson, we will learn how to use the column method in order to solve addition equations. https://classroom.thenational.academy/lessons/adding-using-the-column-method-6wt64c	**Subtracting using the column method** In this lesson, we will learn how to use the column method in order to solve subtraction equations. We will also learn how to represent equations using bar modelling. https://classroom.thenational.academy/lessons/subtracting-using-the-column-method-6xj32d	**Problem solving using the column method** In this lesson, we will learn how to apply our understanding of the column method to: finding and fixing errors and completing unfinished column method calculations. https://classroom.thenational.academy/lessons/problem-solving-using-the-column-method-c8up6c	**Solving multi-step addition and subtraction problems** In this lesson, we will be applying the addition and subtraction strategies that we have learned to word and real-life problems. https://classroom.thenational.academy/lessons/solving-multi-step-addition-and-subtraction-problems-ctk66d
Topic	**Research** **To investigate the invention of the World Wide Web.** Think about how you use the World Wide Web. Explore the differences between the internet and the WWW. Think about all the activities you do in	**Create a card game linked to different inventions.** Create a card game based around the game of "Snap." **How to make your game:** • Start by researching inventions and the name of the inventor	**Design Technology** Design an invention to make Mrs Plascott's life easier in Pine Class.	**Science – sorting materials.** Inventors need to choose the materials for their creations very carefully. They must be suitable as there is no point in making a paper umbrella!	**Art – Drawing** 

	your day-to-day lives which use these inventions. Read about the inventor Tim Berners-Lee. http://www.bbc.co.uk/history/historic_figures/berners_lee_tim.shtml Think about the impact that this invention had on people's lives. Create a list of how many times you use the World Wide web today.	before you begin to make the game as you might need to write down the key information first • Card or paper could be used to make the cards for your game. When you are drawing the objects, you might want to draw a rectangle on the paper and complete the pictures first before you cut them out • Consider drawing and writing the name of the invention for one card and then the name of the inventor for the other. • Now make up the rules of the game. You might need to write these down and alter things as you play it.	Your invention may be a new device, method or process that has not existed before or you may choose to look at an existing device and invent a solution that works better. Designing an invention involves: 1. Choosing a problem to solve 2. Researching ideas or gathering information to help you solve the problem 3. Sketching and writing down several ideas that satisfy your requirements. 4. Selecting and developing the idea that will best solve the problem. 5. Identifying any risks to yourself and others during the making and using of the model* 6. Making a model of your invention 7. Testing the model to see if it solves your problem 8. Evaluating your model to consider any modifications that could be made to improve your model.	Look around the house and find between 6 and 10 objects made from different materials. These could include a sock, spoon, bubble wrap etc. You are going to think of a "fair way" to test the properties of the materials. Present the findings of your research in the form of a chart, for example: material / strength / Flexibility / hardness / waterproof	The cartoon characters Wallace and Gromit enjoyed making inventions. Wallace's 'Techno trousers', for example, are programmed to take Gromit for 'walkies'.  **Study this image and replicate this drawing. You can choose to use: paints / crayons/coloured pencils.** crackingideas.com