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| **Summer Term Homework**  Please try the activities in any order. You can do as many activities as you wish, but try to aim for at least one piece every 2 weeks, making 6 of the 12 options each term, with at least one activity from each row. Ask if you need paper/resources. Be creative with how you present your learning. Any interactive homework can be emailed to the class teacher ([info@dormansland.surrey.sch.uk](mailto:info@dormansland.surrey.sch.uk) FAO Mrs Pollard) or brought in on a USB. | | | **Weekly Homework**   * Spellings – all on Edshed. * Read x5 a week - record in your reading diaries to earn house points. * Maths challenge – all on Edshed. * Times Tables Rockstars – little and often, aim for 5 minutes every day, send me a challenge if you would like too! | |
| **English and Maths** | **English:**  Write your own Stone Age story, where you are transported back in time by an interesting event and then face a problem(s). How does your story end? Do you make it back to 2024 in one piece? You may find it helpful to plan your writing using a story mountain. This site gives you a reminder. <https://awakenenglish.com/2018/02/09/story-mountain/> | **English**  Complete this handwriting word game.  Create some category cards by writing down words on little flash cards (e.g. school, swimming, Easter, garden etc.)  Then take it turns to select a card and set a timer for 3 minutes.  Think of as many associated things linked to the category and write a list in your neatest handwriting. You will score a point for each thing you list as long as your handwriting is neat.  E.g. If you pick ‘school’ as a category, you could write: teacher, pencil, playground, book etc. | **Maths**  Shuffle a pack of cards and place it face down. Set a target score for the game, for example 100.  The first player turns over the top card and continues turning over cards, adding together the value of each card, until they decide to stop. Jacks score 11 and Queens score 12.  When the player stops, the total is recorded as their score.  However, if an Ace or a King is turned over, no points are scored at all, and the turn is finished.  The second player then starts turning over cards in the same way.  Players take turns until someone reaches the target score. This player is the winner.  If the cards are all turned over before the target is reached, just reshuffle the pack and continue. | **Maths:**  Play a game of ‘Clock Patience’.  Start by shuffling a deck of cards and dividing them into 13 even piles of 4 cards each. Arrange 12 of the piles into a clock shape, and put the 13th pile in the middle. Then, flip the top card from the pile in the middle and place it under the corresponding pile. Your goal is to successfully flip and sort all the cards without any leftovers.  Watch this clip to see how to play:  <https://www.youtube.com/watch?v=yfhxZtZfV4o> |
| **Other** | **Science:**  Pick an experiment to complete at home from the following website:  <https://www.sciencefun.org/kidszone/experiments/>  You might linked to link it to our science topic in school; rocks, soils, fossils or digestion.  Remember to make a prediction before and evaluate your experiment afterwards.  Challenge: Can you use your scientific knowledge to explain what happened? | **Computing:**  Research Stone Age cave paintings and have a go at creating one of your own. This could be done on the computer, or as an Art activity using paint/pencils/pastels and paper. | **PE:**  Summer is nearly upon us and that means many sports enter their season. This Summer sees the debut of ‘breaking’ at the Olympic Games in July. Research this new sport and create a fact file.  Alternatively, you could research some of the Paralympic Champions that are set to complete in August and the sports they specialise in. You could also make your own ‘instructions’ for a sport that is new to you- via photos, pictures or even a video! | **Music:**  Can you write your own song or rap linked to any of our Science topics or the Stone Age to iron age topic?  If you have an instrument at home, you could have a go and putting some music together to go with it! |
| **Topic – Journey Through the Ages** | **Stone Age Clothes:**  <https://ecclesallprimary.co.uk/wp-content/uploads/2020/04/Week-2-15.-Stone-Age-Clothes-Reference-Sheet.pdf>  Design an outfit for a caveman or woman. Think about the materials that were available to them at the time. As an extension, find out about the jewellery they wore and add some to complete the outfit! | **Stone Age Shelters:**  Find out about early Stone Age shelters. Stone Age people build shelters to live in using materials they had gathered. Gather some natural materials and build a model shelter. Take photos and/or bring your shelter to school. | **Stone Age invention:**  The wheel was invented during the stone age. What is the wheel used for now? Design something that could have been used to improve the lives of Stone Age people that uses a wheel/wheels. (e.g. a Woolly Mammoth chaser…) Explain how it works. You could make a model if you’d like to. | **Stone Age Animals:**  Find out about Stone Age animals and make an alphabetical list. Add illustrations. |