Home Learning Grid

Alchemy Island

Here is a selection of homework challenges based on our topic in class this term. You may choose which tasks you complete and when. You must complete at least one challenge from each section but feel free to complete them all! Please complete each activity with care and to the best of your ability.

Bring each piece of work in upon completion to be displayed and claim your house points!

Bronze (1 house point)	Silver (2 house points)	Gold (3 house points)
Find out if your family owns any objects that contain gold or another precious metals or gemstones. Write a fact sheet about the properties and common uses of one or more of these precious elements.	Look at the periodic table. Can you learn the atomic numbers and symbols for different metals, such as lead, copper, silver, zinc, iron and platinum? Can you use a mnemonic to help you remember?	Find out about the work of an alchemist and write a non-chronological report, including facts, diagrams and illustrations.
Can you find any stories which involve a quest or search for gold? What are the names of these stories? Do they have anything in common? Is there a theme? Create a list of the stories.	Imagine you are a character in a book who discovers a portal to another world. Describe the events that led up to the discovery and the journey through the portal. What do you discover when you arrive in the 'new world'? Remember to use all the figurative language we would use in school – similes, metaphors, personification. Strong adjectives to bring this amazing scene to life.	Make a list of foods that change state when heated or cooled, such as eggs, water, butter and chocolate. Plan and make a dish for your family that includes foods from your list.
Alchemy is: a medieval chemical science and speculative philosophy aiming to change base metals into gold, or the discovery of a universal cure for disease, and the discovery of a means of indefinitely prolonging life. Imagine you have found a way to turn iron into gold, or prolong life – write a recipe/instructions for either of these things.	Find the words to the Song of the Witches from Macbeth. See if you can learn it off by heart and make a recording. https://www.poetryfoundation.org/poems/43189/song-of-the-witches-double-double-toil-and-trouble	Find out about the life and works of famous chemists in history. Write a short biography of a chemist who sparks your interest, such as Marie Curie or Robert Boyle.
Research popular children's stories that feature portals into other worlds. Draw a picture of your favourite portal from one of the stories and surround it with descriptive phrases.	Write a book review for a popular children's story that features a portal into other world. Who are the main characters? Would you recommend the book? Design your own front cover and write your own version of the blurb. Hand it in to be displayed in our reading area in the classroom.	Design a map for a treasure to be hidden. Can you write a set of riddles to help guide the 'seeker' to where the gold may be found? Watch the video for ideas: https://www.youtube.com/watch?v=9u1-i7y-CfA

This challenge grid runs up until the Easter Holidays.

Values Home Learning – Responsibility

This term you have the opportunity to earn even more house points by doing values homework. Please make sure this work is presented to the best of your ability as it could go on display!

Bronze (1 house point)	Silver (2 house points)	Gold (3 house points)
How can you be responsible? Think of some ideas to show that you can be responsible at HOME and at SCHOOL. Here are some ideas: • Get yourself dressed / tidy your clothes away • Lay the table / tidy the table • Feed your pet • Read your brother or sister a story • Prepare dinner • Get yourself organised for each lesson • Take responsibility for your school equipment • Look after your peers at school Keep a DIARY of how you have been responsible over a week and share it with your class.	Design a game to play in the playground. Think about how the game will work and what the AIM of the game is. Do you need any equipment? Think about how many children could join in your game, making sure it is INCLUSIVE. What age of children is the game for? Aim for this to be flexible to allow children of all ages to join in. WHEN you have designed your game, you will need to share your ideas with your class. Allow others to ask questions to ensure that it will work well. TRY your game out at break or lunchtime. Make sure that when you explain the game to others you do so in a kind and friendly way. ENJOY!	What does being responsible mean to you? How can you demonstrate responsibility? We would like you to think about what it means to show responsibility. Use your creative head and think outside of the box! Here are some ideas: • Make a piece of artwork – pastels, pencils, paint, collage – showing what responsibility means to you • Create a short film or animation about how to be responsible • Use your computing skills to create a Power Point presentation about responsibility • Interview people close to you and ask them how responsible they think you are • Create a picture book about being responsible

ISOLATION WORK

If you are sent home from school or if you have to self-isolate please select three tasks from the Home Learning Grid above if you are well. The class teacher will then be in touch and will set work daily and give feedback on Seesaw.

REMOTE LEARNING - If a class/es close we will move to remote learning.

On the first day of remote learning please follow these steps:

1. In the morning, complete the English and Maths tasks below.
2. For afternoon tasks select from the Home Learning Grid above. Your child's work can be posted back to the teacher on Seesaw for feedback.

In addition, on the first day of remote learning the teachers will send out your child/ren's school email and password via Seesaw.

Then on the second day of remote learning there will be two remote sessions using TEAMS in the day. One in the morning and one in the afternoon. A register will be taken at both of these sessions and your child/ren need to attend if well.

Please post your child/ren's work on Seesaw each day so that the teachers can see the work your child/ren have been completing and can give feedback.

We will send more detailed information in the event of a class/es closing.

Maths Task	English Task
Make yourself a set of memory cards to revise an area of maths for example: fractions, decimals and percentages. Or for converting between metric measures (mm/cm/m/km) or converting between the 12 and the 24 hour clock or Roman numerals and numbers. You need the question on one card and the answer on another. You need at least 20 questions (and 20 answers!) 40 cards AT LEAST. Once you have made the cards you can play Snap or the Memory game with them. For the Memory Game you need to lay the cards face down so you can't see the questions and answers. You take it in turns to turn over two cards – if the question matches the answer you get to keep the pair. If they do not match you turn them back over and the other person takes their turn. The winner is the person who has the most cards at the end	Watch the clip, Treasure: *https://www.literacyshed.com/treasure.html* *Answer these questions, they will help with your planning ideas for the task that you will be completing.* **Key Questions** • Who is the old lady in the Junk Yard? • Where has she come from? • Why is she collecting things? • How does she decide what to keep? • How is she feeling throughout the film? Beginning/end? • Why does shed create a face out of the junk?

when all the cards have been matched. Watch the video to see how to play with a deck of cards:
https://www.youtube.com/watch?v=492bM_dhdR4
Here are some examples of the questions and answers you could make up for fractions decimals and percentages:

What is ¼ as a decimal?	0.25
What is 1/5 as a percentage?	20%

TIP: Make sure you only have the answer once – you don't want to answers to be the same e.g. ½ or 50% or 0.5
Have fun! Send in the results on Seesaw – who you played with and who won!
ENJOY!

- Is this lady greedy?
- Is she happy? How can we tell?

Task - Describe the old lady's day as a diary entry, written in the 1st person.

Background for the clip - 'Esther, a homeless woman, is searching through a junkyard. She passes by objects of possible use and worth in favour of things broken or old, until she finds just the right treasure.'

BE CREATIVE!!

Challenge – Write another diary entry, but this time, you be the character in the clip. What sort of things would you be looking for? What would you do with the 'treasure' that you find?