

Week 10 Home school work

<https://stories.audible.com/discovery>



Listen to the seventh chapter of The Mystwick School of Musicraft

Remember, It's in the 'Elementary' category at the top of the website's page.

There are questions and tasks to challenge you based on this chapter. These should take you a few English lessons to complete (in other words, don't tackle them all at once!).

Spellings

Read through the spelling rule and complete the practise exercise. Then, practise the ten spellings using the read, cover, write and then check method.

Maths

Telling the Time

Use the 'Rolling Telling the Analogue Time' power point or pdf. document, the 'Tell-The-Time-Clocks' and the 'Completed-24hr-am-pm-time-lines' to help you with some of this work.

Digital - Analogue, 24-hour flip cards

Match the black times to the orange 24-hour digital times below for each set. There are three sets you will see when you scroll down. Remember to add 12 hours when you are changing a black 'pm' time to a 24-hour orange time.

Digital-Analogue-24-Hour clocks pdf.

There is also a pdf. document that has clock faces with times for you to match to digital times. You will need to scroll down again to see the digital times.

At Home with Mental Maths

This is a pdf. Document. Work through all the questions as they begin with a warm-up and lead on to more practice. They cover Number Bonds to 20, Counting in Steps, Fractions and Multiplying by 11 and 9.

Also...

Work through the '7 Times Tables' Practise pdf.

Complete the 'Mystery Shopper' word problems pdf.

Time Challenges

Use reasoning skills to solve problems involving start times, end times and durations of TV shows, Movies and train journeys by sorting the information below.

Solve the 'Inequalities' problems below by converting hours to minutes; minutes to seconds; years to months and weeks to days.

Convert between different units of time to complete the 'Connectors Challenges' below.

Solve the problems involving converting hours to minutes and minutes to seconds by completing the 'Ordering Times Challenges' below.

Practise converting between hours and minutes to complete the 'Time Pyramids' below.

PSHE

What can we watch?

The British Board of Film Classifications



Lots of children and families love watching films and videos. But some films and videos have things in them that can make children feel worried, confused or uncomfortable. The British Board of Film Classification (BBFC) wants children to feel happy when they watch a film or video, so check what is in them first.

Below are some matching activities, statements to give your opinion about, a describing activity and problem-solving scenarios (situations) that will help you understand what the BBF Age Classifications mean.

There is also power point (there is a pdf. document with the same information) for you to read through first and an information grid below to help you.

English

Adventure Stories

Adventure stories often begin when the main character discovers (finds) something.

Look at the Adventure story mountain you planned last week.

I asked you to choose a 'setting' for an adventure story by selecting a country where your story might take place.

This week I want you to think about what your main character might discover in this setting at the start of the adventure. Make a list. Below are some ideas to help you:

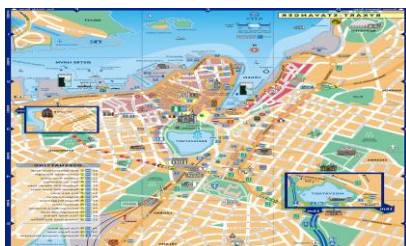
a map

a key

a lost animal

Now, drawing pictures, speech bubbles and thought bubbles in the six boxes of the story board below, show a sequence of events (how the main character makes the discovery or finds the 'thing') to show me how your adventure story will start.

You could use time conjunctions or adverbials like 'then, next, after, that, consequently, as a result and finally' in your story board boxes to link the events.



History

Ancient Greece and Daily Life

<http://www.primaryhomeworkhelp.co.uk/greece/dailylife.htm>

Read through the power point 'Daily Life in Ancient Greece' (the same information is on a pdf. document).

Under the sub-headings,

Homes

Food

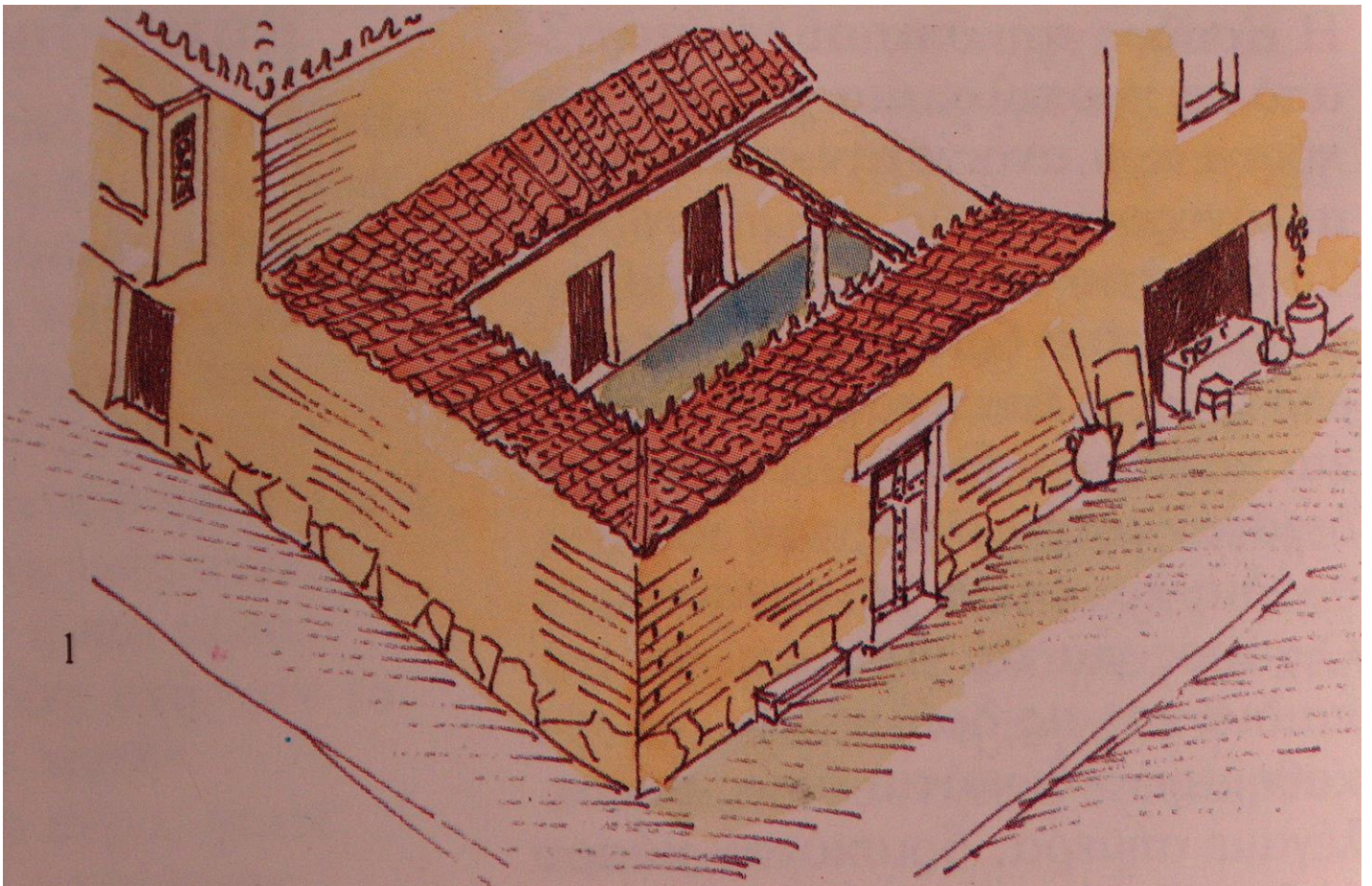
Clothes

Jobs

Marriage

Write three bullet point facts (for each sub-heading).

Include some illustrations in with your facts and label them.



Science

This week we are going to look at why sun protection is so important.

Why Is Sun Protection Important?

We all need some sun exposure. When skin is exposed to the sun, our bodies make vitamin D, which helps the body absorb calcium for stronger, healthier bones. It only takes a little time in the sun for most people to get the vitamin D they need (and most vitamin D needs should be met with a healthy diet and/or supplements).

Too much exposure to sun however can cause sunburn and damage to the skin so it's important to wear sun cream or sunscreen.

The website below has lots of advice and links to films and an app that you will enjoy exploring.

<https://soltansunready.com/>

'Ready Steady Poster Project'

Read through the power point (there is also the same information on a pdf. document) and work through the quiz.

Use the facts you have learnt and the pdf. document 'Plan your Sun Safety Poster', to design a colourful poster to give advice on protecting yourself against UV rays.



R.E

Watch the video clip on the following website.

<https://www.bbc.co.uk/teach/class-clips-video/religious-studies-ks2-the-gurdwara/z4qc8xs>

Langar (Punjabi: ਲੰਗਰ) (kitchen), is the term used in Sikhism for the community kitchen in a Gurdwara where a free meal is served to all the visitors, without distinction of religion, caste, gender, economic status or ethnicity. The free meal is always vegetarian and sometimes vegan. People sit on the floor and eat together, and the kitchen is maintained and serviced by Sikh community volunteers.



For Sikhs, the duty to serve others and the duty to remember God are linked in every way.

Here are some statements supporting this idea.

"Religion is about food for the body and food for the soul."

"If you believe God sees all humans equally, then you should try to see them in the same way."

"It is good to worship God by what you do as well as what you say"

"If God can be found in every other person, then feeding the poor is the same as serving God."

Can you think of your own statement about the connection between God and food?

Week 10 Listening Comprehension

<https://stories.audible.com/discovery>



Listen to the seventh chapter of *The Mystwick School of Musicraft*

Remember, It's in the 'Elementary' category at the top of the website's page.

There are questions and tasks to challenge you based on this chapter. These should take you a few English lessons to complete (in other words, don't tackle them all at once!).

The World Turned Upside down?

1. The other Emilia Jones is a pianist, so what instrument does she play?
2. Which city did the other Emilia Jones audition in?
3. How long did the other Emilia Jones go on a yachting trip for with her parents in the Maldives?
4. What happened to their boat and the other Emilia Jones and her family?
5. The letters from the Mystwick School of Musicraft were sent out using what kind of spell?
6. Explain why Emilia is only at the Mystwick School of Musicraft by accident?
7. What does Emilia mean when she says her 'face flushes with embarrassment'?
8. Emilia curls her hands into fists to show she has suddenly become more determined to show the Maestros (the music teachers at the school) that

she should be a pupil or student there. Draw Emilia at this moment. Put thought bubble around her to show what she's thinking. For example, "Why should I have to go home?"

9. Where can Emilia feel her mother's presence? Give three examples.

10. What list is Emilia not at the top of?

11. What do you think of Mr Pin-whistle? Give reasons for your answer.

12. What does the squeaky door handle on Mr Pin-whistle's office door keep doing?

13. What does Emilia say Echo trees are like?

14. All the maestros are looking at Emilia like she just admitted to what?

15. The music school's mix ups have what kind of consequences? (two adjectives are used)

16. What does Mrs La Roué open the locked door with?

17. What is an amphitheatre?

18. What does the music that Miss Nuranee's viola plays produce?

19. What has Miss Nuranee found?

20. Emilia's audition tree has become an echo tree. Can you draw it? Think about how it is described. Is it healthy? Are its leaves glossy?

21. What do echo trees thrive on?

22. What is the 'job' of the echo trees? What kind of spell do they have to use to do their job?

23. Where had Emilia's audition tree been kept?

24. When Emilia played the tree summoning spell the night before, what did her little crooked tree do?

25. What ceremony will they hold tomorrow?

26. If Emilia leaves the school now, what will happen to the protective barrier around the campus?

27. What does an entire orchestra have to do to forcibly remove a tree from the wood?

28. What does Emilia have to do after two months to stay at the Mystwick School of Musicraft?

29. Find the meaning of the following words. You can use pictures or images to show their meaning or use your own words.

embark

unforeseen

capsize

unprecedented

extreme

dissipate

winces

thrive

repel

	1 st attempt	2 nd attempt	3 rd attempt	4 th attempt
circle				
century				
centaur				
celebrate				
celery				
pencil				
voice				
circus				
princess				
medicine				

Spelling Practise

Week 10

Today we will look at the /s/ sound when it is spelled with a 'c'. This occurs generally when the 'c' comes before an 'i' or an 'e'

Sort the spelling list words into ones where the 'c' comes before an 'i' and ones where the 'c' comes before an 'e'.

circle century centaur circus princess voice
medicine celebrate celery pencil

'c' before i

'c' before e

ten past 2 am Change to 24h digital time	8.10am Change to 24h digital time	twenty past 4 am Change to 24h digital time
3.20am Change to 24h digital time	quarter past 7 pm Change to 24h digital time	5.25pm Change to 24h digital time
ten past 6 pm Change to 24h digital time	10.05am Change to 24h digital time	quarter past 9 am Change to 24h digital time
12.15pm Change to 24h digital time	Half past 7 am Change to 24h digital time	Five past midnight am Change to 24h digital time
11.15pm Change to 24h digital time	Twenty-five past 8 am Change to 24h digital time	6.30am Change to 24h digital time
Five past 2 pm Change to 24h digital time	2.15am Change to 24h digital time	quarter past 8 pm Change to 24h digital time

04:20

Change to 12h am/pm
time

08:10

Change to 12h am/pm
time

02:10

Change to 12h am/pm
time

17:25

Change to 12h am/pm
time

19:15

Change to 12h am/pm
time

03:20

Change to 12h am/pm
time

09:15

Change to 12h am/pm
time

10:05

Change to 12h am/pm
time

18:10

Change to 12h am/pm
time

00:05

Change to 12h am/pm
time

07:30

Change to 12h am/pm
time

12:15

Change to 12h am/pm
time

06:30

Change to 12h am/pm
time

08:25

Change to 12h am/pm
time

23:15

Change to 12h am/pm
time

20:15

Change to 12h am/pm
time

02:15

Change to 12h am/pm
time

14:05

Change to 12h am/pm
time

ten past 10pm Change to 24h digital time	2.15pm Change to 24h digital time	Twenty-five past 4 pm Change to 24h digital time
12.55pm Change to 24h digital time	Five to 9am Change to 24h digital time	6.35pm Change to 24h digital time
Quarter to two am Change to 24h digital time	7.15am Change to 24h digital time	Twenty to 2pm Change to 24h digital time
Five to one am Change to 24h digital time	Twenty past 12pm Change to 24h digital time	Five past three pm Change to 24h digital time
1.45pm Change to 24h digital time	Twenty-five to 4pm Change to 24h digital time	7.35pm Change to 24h digital time
Ten to 3am Change to 24h digital time	6.15am Change to 24h digital time	quarter past 3pm Change to 24h digital time

16:25

Change to 12h am/pm
time

14:15

Change to 12h am/pm
time

22:10

Change to 12h am/pm
time

18:35

Change to 12h am/pm
time

08:55

Change to 12h am/pm
time

12:55

Change to 12h am/pm
time

13:40

Change to 12h am/pm
time

07:15

Change to 12h am/pm
time

01:45

Change to 12h am/pm
time

15:05

Change to 12h am/pm
time

12:20

Change to 12h am/pm
time

00:55

Change to 12h am/pm
time

19:35

Change to 12h am/pm
time

15:35

Change to 12h am/pm
time

13:45

Change to 12h am/pm
time

15:15

Change to 12h am/pm
time

06:15

Change to 12h am/pm
time

02:50

Change to 12h am/pm
time

<p>Twenty-two minutes to 1pm</p> <p>Change to 24h digital time</p>	<p>Twenty-five to 12 (am)</p> <p>Change to 24h digital time</p>	<p>Twenty-six minutes to 9pm</p> <p>Change to 24h digital time</p>
<p>Fourteen minutes past 3pm</p> <p>Change to 24h digital time</p>	<p>Twelve minutes to 7pm</p> <p>Change to 24h digital time</p>	<p>Twenty-four minutes past 7am</p> <p>Change to 24h digital time</p>
<p>Half past 1pm</p> <p>Change to 24h digital time</p>	<p>Twenty-eight minutes past 7pm</p> <p>Change to 24h digital time</p>	<p>Twenty-eight minutes past midnight</p> <p>Change to 24h digital time</p>
<p>Nine minutes to 9am</p> <p>Change to 24h digital time</p>	<p>Three minutes past 8pm</p> <p>Change to 24h digital time</p>	<p>Twenty-six minutes past 10pm</p> <p>Change to 24h digital time</p>
<p>Twenty-four minutes to 7am</p> <p>Change to 24h digital time</p>	<p>Two minutes past 11am</p> <p>Change to 24h digital time</p>	<p>Sixteen minutes to 11pm</p> <p>Change to 24h digital time</p>

<p>Twenty-two minutes to 3pm</p> <p>Change to 24h digital time</p>	<p>Eight minutes to 3am</p> <p>Change to 24h digital time</p>	<p>Fourteen minutes past 4pm</p> <p>Change to 24h digital time</p>
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20:34

Change to 12h am/pm time

11:35

Change to 12h am/pm time

12:38

Change to 12h am/pm time

07:24

Change to 12h am/pm time

18:48

Change to 12h am/pm time

15:14

Change to 12h am/pm time

00:28

Change to 12h am/pm time

19:28

Change to 12h am/pm time

13:30

Change to 12h am/pm time

22:26

Change to 12h am/pm time

20:03

Change to 12h am/pm time

08:51

Change to 12h am/pm time

22:44

Change to 12h am/pm time

11:02

Change to 12h am/pm time

06:36

Change to 12h am/pm time

16:14

Change to 12h am/pm
time

02:52

Change to 12h am/pm
time

14:38

Change to 12h am/pm
time

LO: To convert between different units of time.

Connectors Challenge 1.

Use a ruler line to connect the equivalent times.

There are some red herrings - false answers to make it tricky!

365 days	1 fortnight
60 minutes	1 season
2 weeks	1 year
7 days	1 hour
14 days	1 day
24 hours	1 week
60 seconds	1 fortnight
28-31 days	1 century
	1 month
	1 minute



LO: To convert between different units of time.

Connectors Challenge 2.

Use a ruler line to connect the equivalent times.

There are some red herrings - false answers to make it tricky!

60 seconds

1 century

28-31 days

3000 seconds

48 hours

2 days

1 month

1 minute

1 month

6 months

1 leap year

366 days

about 4 weeks

1 year

$\frac{1}{2}$ year

365 days

1 year

$\frac{1}{2}$ hour

52 weeks

14 days

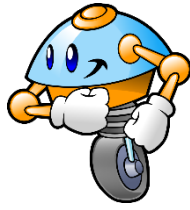
1 fortnight

100 years

30 minutes

4 days

Connectors Challenge 3.



Use a ruler line to connect the equivalent times.
There are some red herrings - false answers to make it tricky!

180 seconds

$\frac{1}{4}$ century

15 minutes

2 days

48 hours

30 days

April

31 days

February 2019

3 minutes

$\frac{1}{4}$ hour

10 years

1 leap year

366 days

1 fortnight

14 days

1 millennium

6 months

4 weeks

1 year

1 decade

1000 years

1 year

$\frac{1}{2}$ year

365 days

52 weeks

Ordering Times Challenge 1.

1. Here are the times for four athletes running 400m. Sort them into finishing order.

Runner	Time
Alice	105s
Ben	1min 43s
Cath	121s
Darek	1min 2s

Runner	Time (secs)

Here are the running times for four movies. Sort them from shortest to longest.

Movie	Running Time
Star Legends	2h 1min
Atlantis Adventure	108min
Crime Caper	93min
Lost in Time	1h 44min

Movie	Running Time (mins)

Here are the times for five formula one laps around Silverstone Racetrack.
Sort them into finishing order.



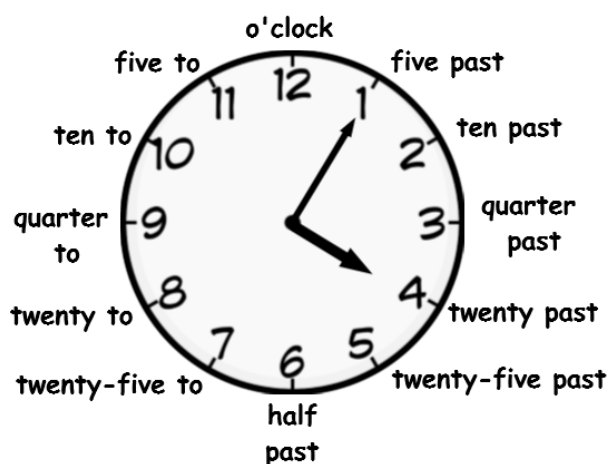
Driver	Time
Igor Ferrari	1min 49s
Kamil Winner	148s
Gale Speed	1min 35s
Jules Champion	111s
Harry Tornado	99s

Driver	Time (min & secs)

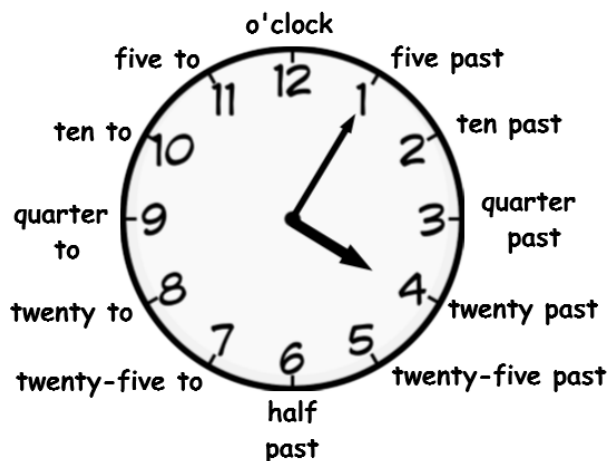
Here are the marathon running times for five athletes. Sort them into finishing order.

Runner	Time
Penny Mars	2h 36min
Marek Snickers	3h 54min
Oscar Dime	140min
Natalia Boost	4h 17min
Lucy Marathon	142min

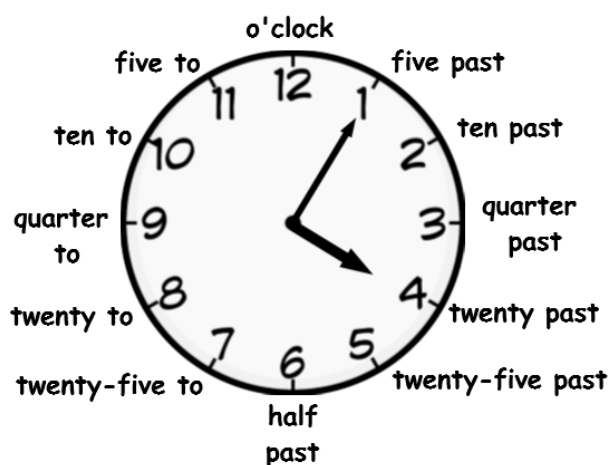
Runner	Time (mins)



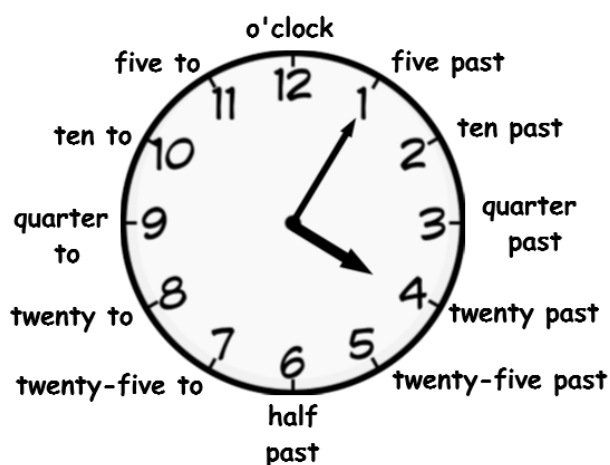
Long hand = minute hand. Read the labels.
Short hand = hour hand. Read the nearest number.



Long hand = minute hand. Read the labels.
Short hand = hour hand. Read the nearest number.



Long hand = minute hand. Read the labels.
Short hand = hour hand. Read the nearest number.



Long hand = minute hand. Read the labels.
Short hand = hour hand. Read the nearest number.

Time Inequalities Challenge 1.

Check the statements and write < > or = in each box to make them true.

100 seconds 1 minute

50 hours 2 days

1 fortnight 15 days

January 31 days

2 years 25 months

365 days 1 leap year

180 minutes 3 hours

1 year 50 weeks

10 years 1 decade

5 weeks 1 month



Time Inequalities Challenge 2.

Check the statements and write < > or = in each box to make them true.

200 seconds 3 minutes

$\frac{1}{2}$ century 4 decades

10 days 250 hours

April 31 days

300 weeks $\frac{1}{2}$ decade



1000 minutes 1 day

$\frac{1}{4}$ day 360 minutes

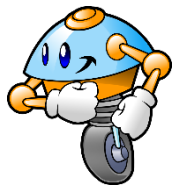
4 weeks February

$\frac{1}{10}$ hour 360 seconds

1st Jan to 31st May 150 days

Time Inequalities Challenge 3.

Check the statements and write $<$ $>$ or $=$ in each box to make them true.



4 years

1460 days

1st June to 31st Dec

215 days

2 fortnights

February

$\frac{1}{12}$ hour

300 seconds

2500 weeks

$\frac{1}{2}$ century

170 hours

1 week

$\frac{3}{4}$ day

1000 minutes

200 seconds

3 minutes

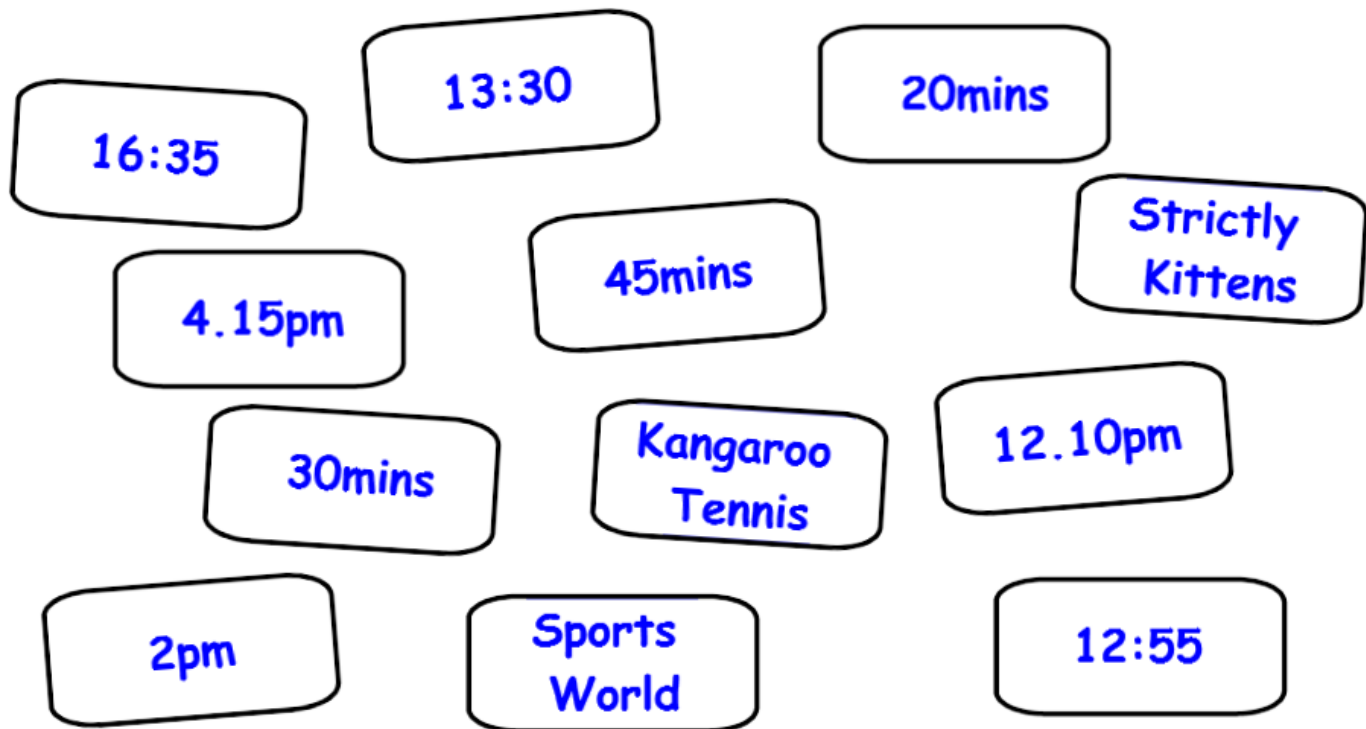
$1\frac{1}{2}$ centuries

1800 months

12 days

280 hours

Challenge 1. Muddled up below are the start times, end times and durations of 3 TV shows. Use the clues to sort them out and complete the table.

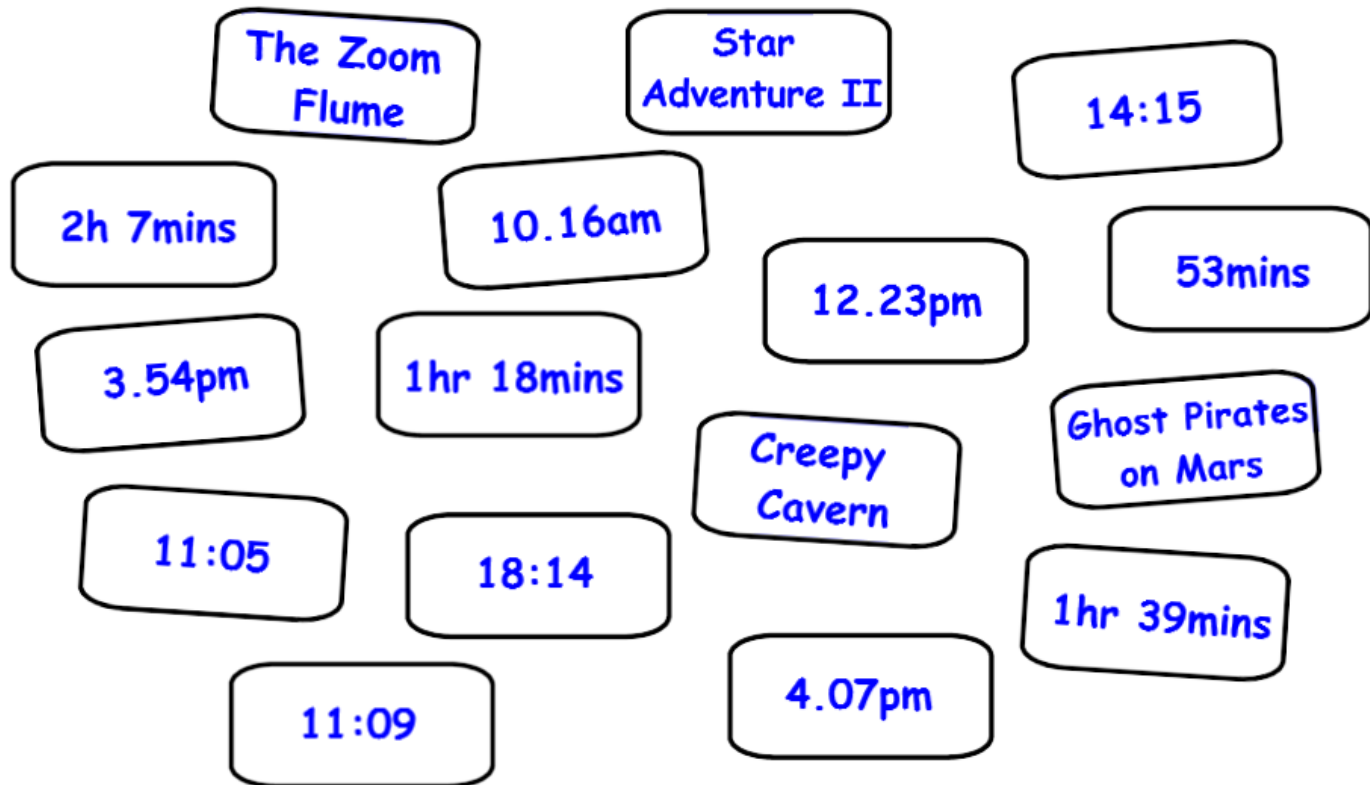


- Strictly Kittens last half an hour.
- Kangaroo Tennis is the latest of the three programmes.
- Sports World is the longest of the three programmes.



TV Programme	Start Time	End Time	Duration

Challenge 2. Muddled up below are the start times, end times and durations of 4 Movies. Use the clues to sort them out and complete the table.



Clues:

- Creepy Cavern starts in the afternoon.
- Star Adventure II is the earliest movie.
- Ghost Pirates on Mars is the longest movie of the four.

Movie	Start Time	End Time	Duration

Challenge 3. Muddled up below are the start times, end times and lengths of 4 train journeys from London to Birmingham. Complete the table.

Trainy M^cTrain

11:36am

2.36pm

11.47am

13:10

Red Rover

3hr 54mins

1hr 23mins

2hr 7mins

1hr 38mins

15:30

Xoom

13:58

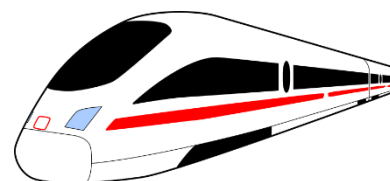
Lightning Falcon

12:29

3.36pm

Clues:

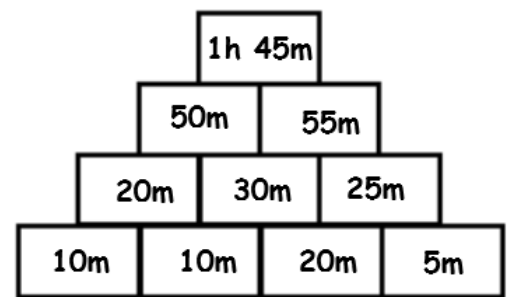
- Red Rover is 29 minutes slower than Xoom.
- Xoom is the last train to arrive in Birmingham.
- Trainy M^cTrain is the oldest and slowest train.



Train Name	Departure	Arrival	Length of Journey

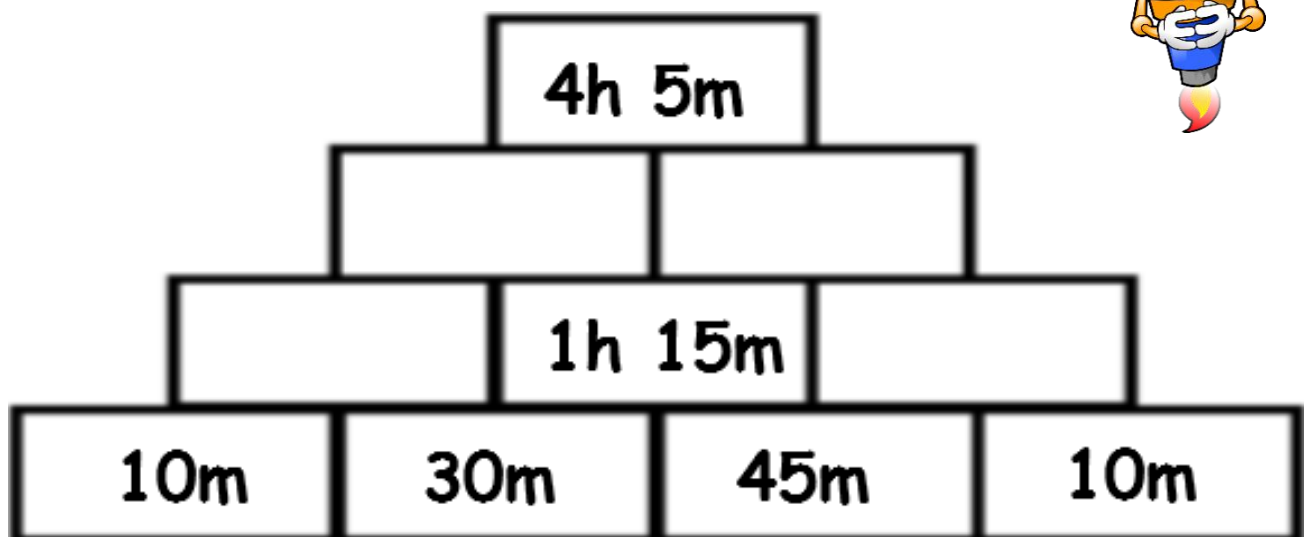
Starter Challenge.

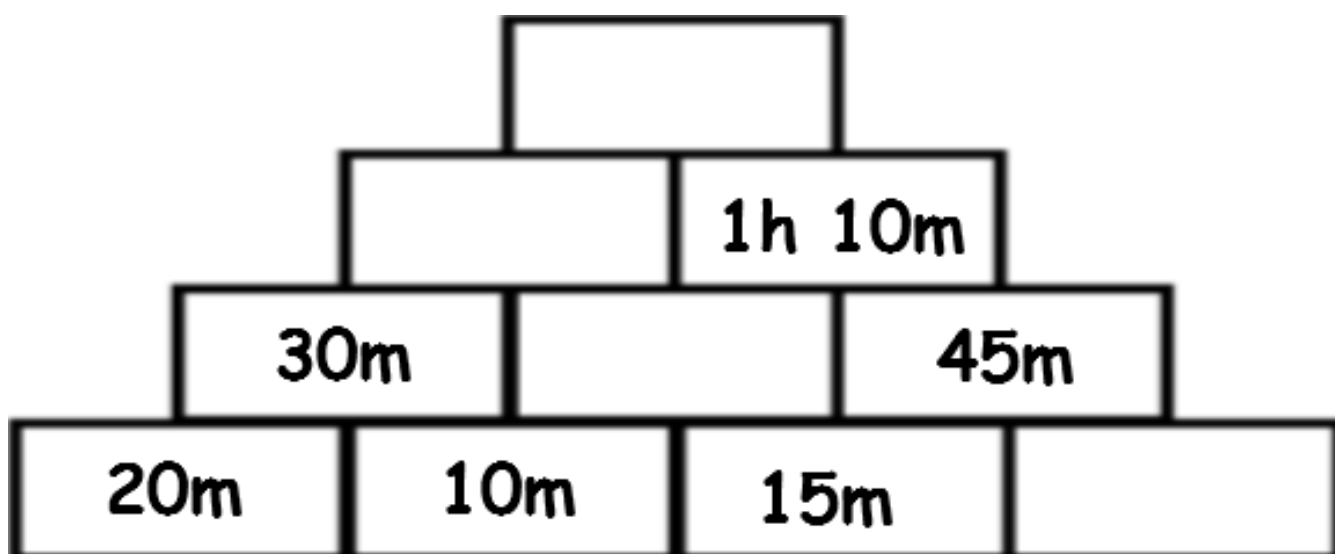
Think about how this pyramid works.



When you have figured it out, complete the others.

Choose when to work mentally and when to use a written method.



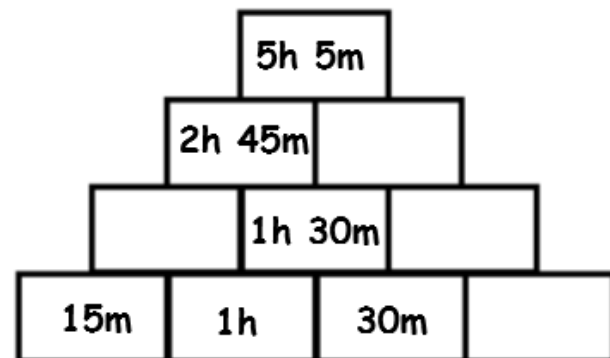
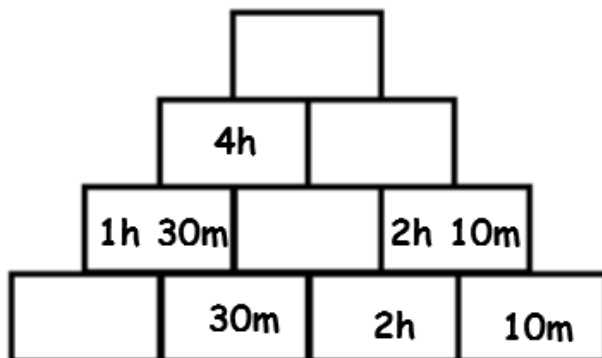
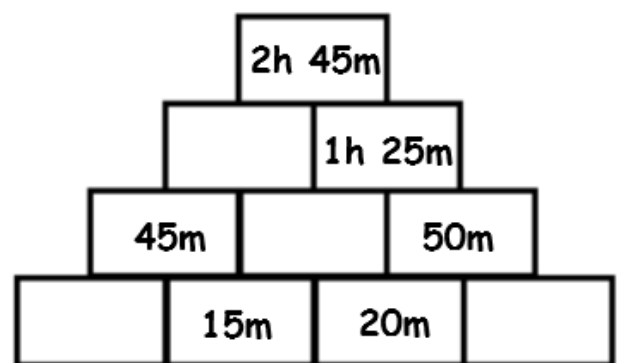
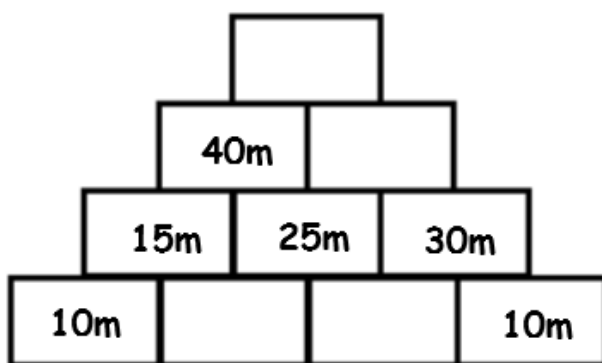
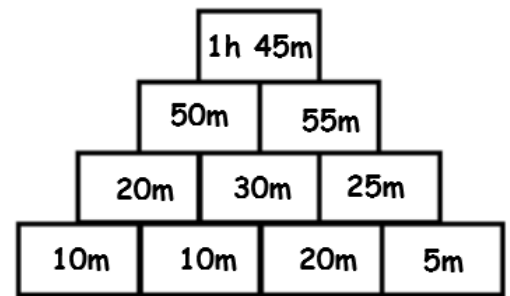


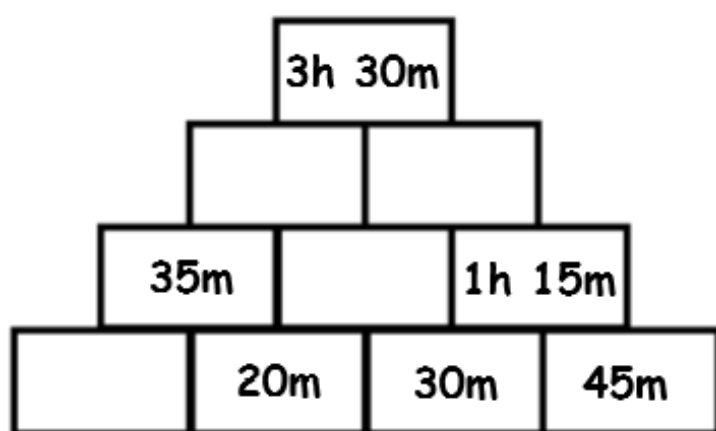
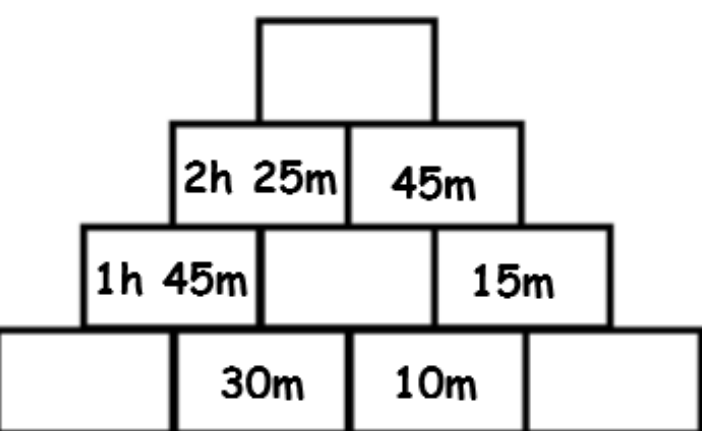
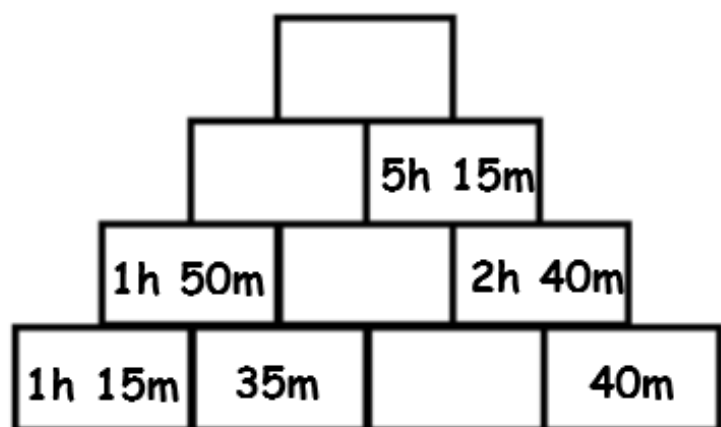
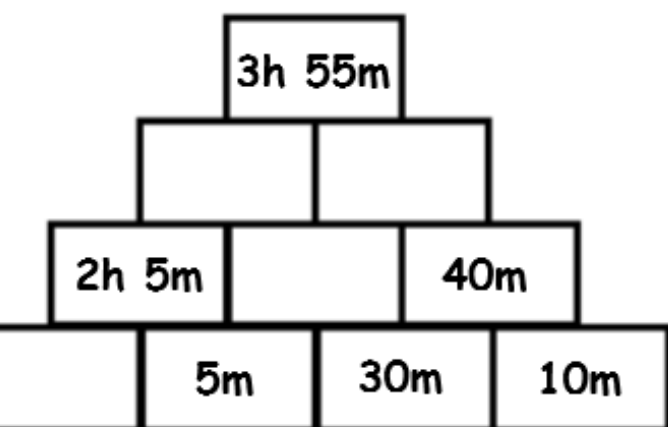
Challenge 1.

Think about how this pyramid works.

When you have figured it out, complete the others.

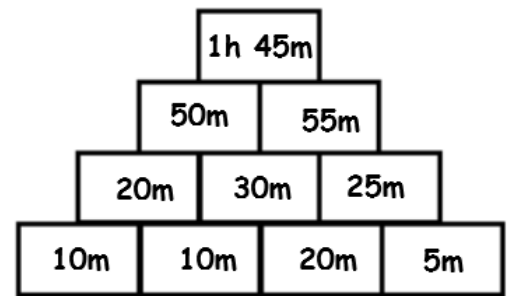
Choose when to work mentally and when to use a written method.





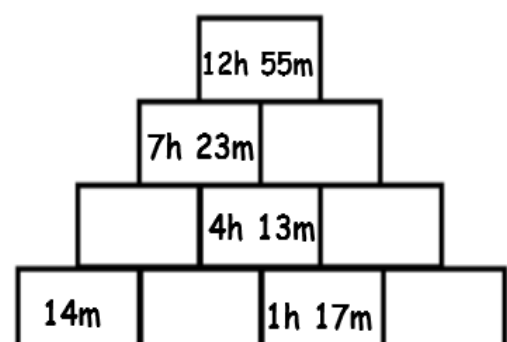
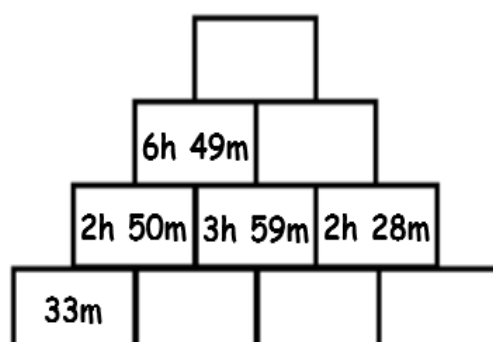
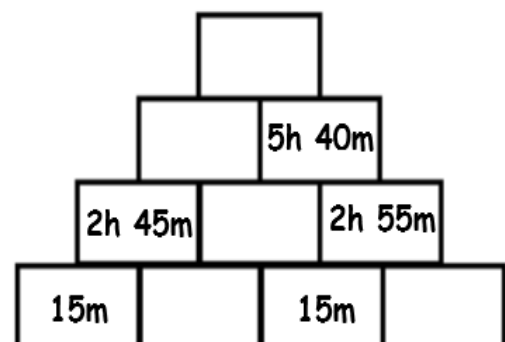
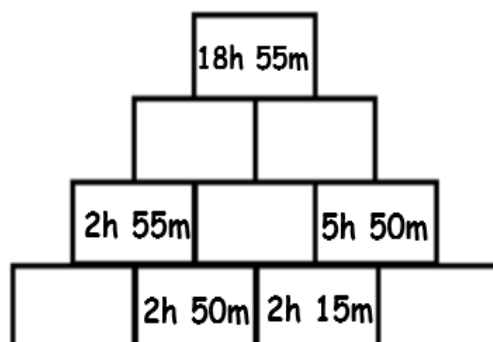
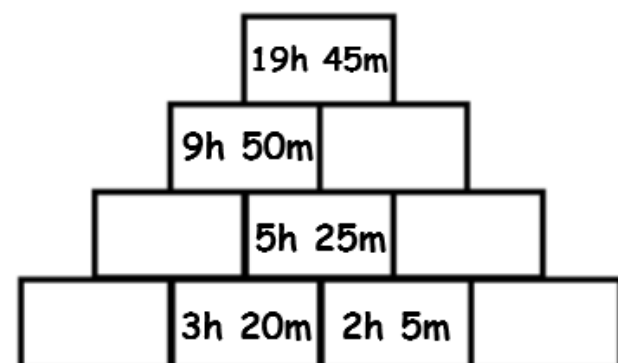
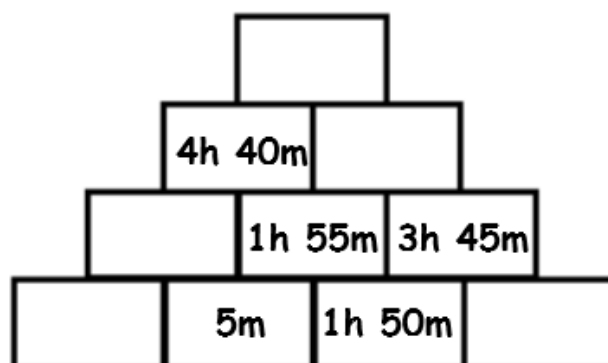
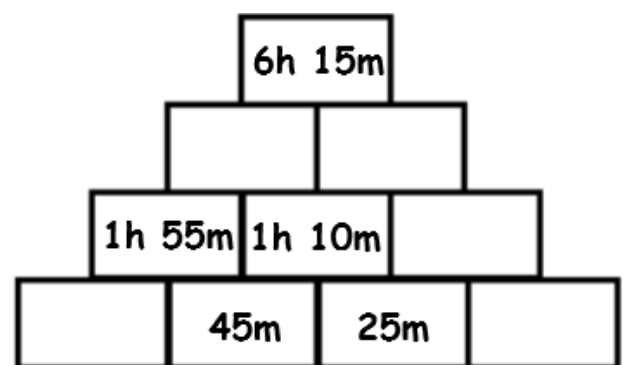
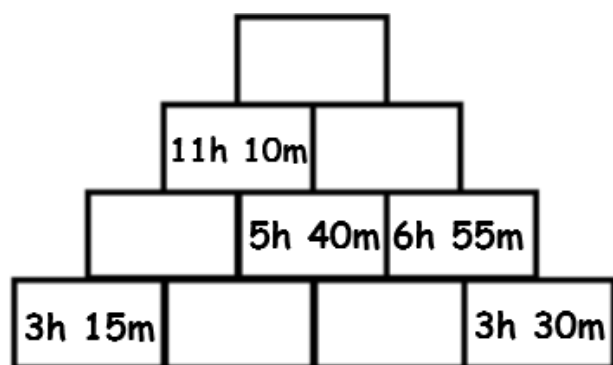
Challenge 2.

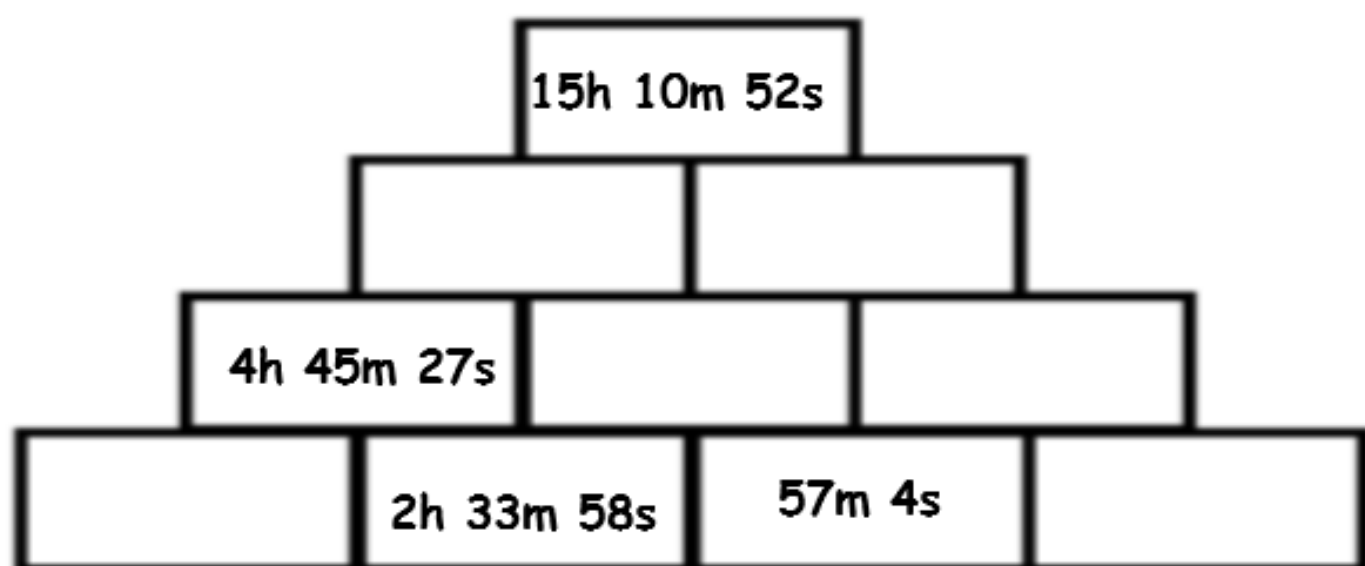
Think about how this pyramid works.



When you have figured it out, complete the others.

Choose when to work mentally and when to use a written method.





Agree / disagree statements

Everyone likes the same types of films

Most people do not like scary films

Families always like watching the same things

Friends always like watching the same things

If there is something everybody is watching, you should watch it too

There are things some people should not watch

It is difficult not to watch something everyone else wants to see

Choose from the following opinion for each statement:

Strongly Agree

Strongly Disagree

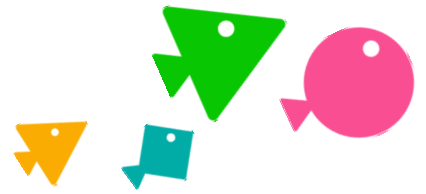
Not Sure

Agree

Disagree

Lesson 1: Resource 2

Matching activity – support



For adults only



For everyone (universal) — should be suitable for children aged four years and over



For 15 year olds and over



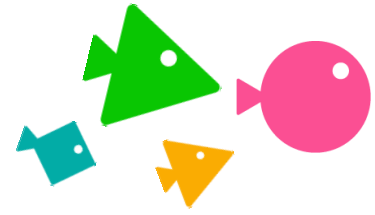
For most people (but some scenes might not be suitable for younger children and might be a bit upsetting for some children)—parents and carers should check the film first)



For 12-year olds and over. Under 12s can watch if accompanied by an adult at the cinema.

Lesson 1: Resource 4

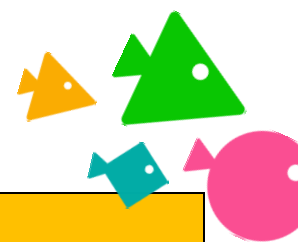
Age ratings information grid



	UNIVERSAL	PG	12A/12
Themes	Teach the difference between right and wrong and tell children everything will turn out ok.	Films may include things that might be upsetting for some children or younger viewers.	More grown-up themes are allowed if the film is rated 12A/12 which could be upsetting. Storylines are more complicated.
Dangerous behaviour	Dangerous behaviour that can be easily copied by children is not shown.	The detail of dangerous, harmful or anti-social behaviour is not shown.	Dangerous, harmful or anti-social behaviour is not shown as being acceptable or glamorised.
Violence	Only very mild violence which is funny or animated (cartoons) allowed.	There might be some violence but no detail is shown and it is usually comic or fantasy.	Moderate violence may be included but must not dwell on injuries or blood.
Weapons	Weapons that are realistic or that children could easily get hold of are not shown.		Scenes showing weapons that might be easily got hold of should not be glamorised.
Threat	Scary moments are over quickly and are not too frightening.	Frightening scenes should not go on long or be too scary.	12A/12 films might include some scary scenes that may be intense or last a while.
Drugs	Drugs are not mentioned unless teaching they can be dangerous.	Drugs are not mentioned unless the film carries an anti-drug message.	Misuse of drugs is not seen much in the film, and cannot be seen as something attractive to do or glamorised.
Nudity	People with no clothes on may be shown.	Some nudity allowed but not in relation to romantic activities.	Nudity may be allowed, but must be brief if shown in relation to romantic activities.
Bad language	Only very mild bad language is used occasionally.	Only mild bad language allowed.	Moderate language may be used throughout; strong or bad language should be used infrequently.
Discrimination	Not shown unless the film or DVD teaches it is wrong.		If discrimination is shown, it is not aggressive or approved of by the characters in the film.

Lesson 2: Resource 4

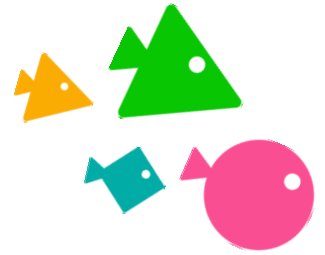
Adapted scenario activity – support



Problem	The solution or next steps...
Ash and Frankie are 12 years old and like watching action films. Frankie has chosen a film with an 18 age rating for them to watch.	Ash might be feeling... Ash could say.... because....
Everyone in Suz's family likes to watch different things. Suz does not want to watch the same things as the others.	Suz might be feeling... Suz could.... because....
Fizz is having a sleepover to celebrate her 10 th birthday. Fabia has brought some films rated 12 for them to watch.	Fizz might be feeling... Fizz could say... because...
Jem and Madison are 13. They want to watch a trailer for a new film rated 15.	Jem and Madison might be feeling... They should... because...
Boris and Zahn are watching something funny but the scene changes and it turns nasty.	Boris and Zahn should... because...

Lesson 1: Resource 3

Description activity – challenge



Adventure Story Board

