

Wednesday 5th May

Good morning!

Maths: It is problem solving week in maths this week! Each day you will find a different problem, puzzle or game. Today's problem is called Nice or Nasty for two.

English: Continuing a non-fictional text about a magical creature or writing your own.

Suggested afternoon activities –

Japan weekly activities – It is all about culture and traditions this week! Find a list of suggested activities to explore on the last slide.

SPELLINGS

Fill in the missing letters in the words below:

1.) a _ _ i d e _ t

9.) b _ c _ _ _ e

2.) a r _ i v _

10.) a c _ _ _ _

3.) b e l _ _ v _

4.) a c _ u _ _ _ y

5.) a _ _ r e _ _

6.) a c c i _ e n t _ _ _ _

7.) a n s _ _ _

8.) a _ _ e a r

accident

accidentally

address

answer

appear

arrive

believe

bicycle

actual

actually

ARITHMETIC:

Can you work out the pattern for these number sequences and then carry them on 4 more places?

1.) 275, 300, 325,,,,

2.) 40, 20, 0,,,,

3.) 36, 28, 20,,,,

4.) 309, 209, 109,,,,

5.) 1000, 950, 900,,,,

MATHS

Our second maths problem of the week is called Nice or Nasty for two.

You will need to use your knowledge of place value to make the biggest number you can when you roll a dice. Roll a dice 4 times so you have 4 numbers. Position your digits to make the biggest possible number.

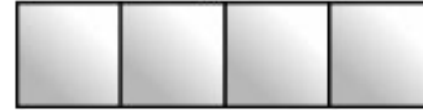
The number of points the winner gets depends on how much bigger their number is. Subtract the smaller number from the bigger to find out how many points you win. The first player to get up to 1000 points wins the game!

If you don't have a dice at home you can find an online one here:

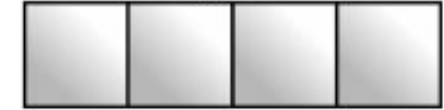
<https://nrich.maths.org/6717>

Each of you draw a set of four boxes like this:

Player 1



Player 2



Alternative ways to play:

Game 2 - Whoever makes the smaller four digit number wins. See if you can come up with a suitable scoring system.

Game 3 - Set a target to aim for. Then throw the dice four times each and work out how far each of you is from the target number. Whoever is the closer wins.

ENGLISH: TO DISCUSS A 'NON-FICTION' TEXT AND PLAN YOUR OWN.



Faerie Horribilus

There are many species of Faerie. The Horribilus is the worst of them all.

What it looks like

The Faerie Horribilus is one of the ugliest faeries in existence. With thick, grey-green skin and pointy fingers, this faerie is not one of the prettier ones around. The Horribilus has a large, round tummy, pointy ears and an extremely grumpy look on its face. The Horribilus usually wear tatty, green scarves and not much else.

Personality

The Faerie Horribilus is a horrible faerie, well-known for lots of cruel acts. For example, if you ever see a baby cry and rub their arm for no reason, it is usually because a Horribilus has pinched them hard and disappeared rapidly. Horribilus faeries are also responsible for opening windows you have just shut, cutting power supplies to whole streets and eating that last sweet you were saving.

Today I would like you to read this non-fiction text on the Faerie Horribilus. Discuss the following questions.

- 1.) Do you think the creature is real? Why or why not?
- 2.) Even if you think it is not real, how does the way the text is written make it seem like it is a non-fiction text about something real?
- 3.) Can you pick out any features of an information text?

Once you have thought about the questions can you either:

Challenge 1: Carry on the non-fiction text about the Faerie Horribilus. You could use the following sub headings to help guide you -

'Likes and Dislikes'

'Habitat'

'Facts and Figures' (You can make these up!)

OR

Challenge 2: Plan your own non-fiction text about a fictional creature - you could make up your own naughty faerie or maybe you would choose a nice magical creature? Think about the subheadings you would have for your paragraphs and the type of language you will use to convince people that it is a real report on the creature!

Faerie examples:



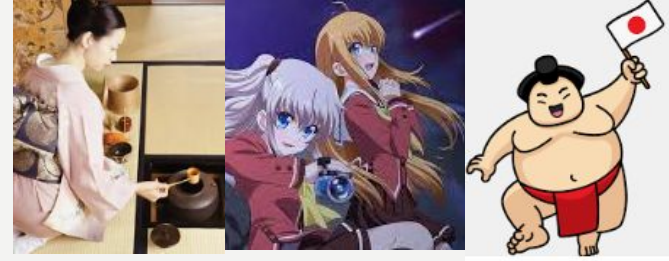
Prahlad



Ariel



WEEKLY JAPAN ACTIVITIES – CULTURE AND TRADITIONS



Choose an activity – you could record these in a scrapbook, or any other way you would like to. You do not have to do these activities in order ☺ Some might also take you more than one day to complete which is fine!

- Can you learn the Japanese alphabet and compare this to the English? You could draw the characters used for different letters.
- Research the two main religions in Japan - Shinto and Buddhism. Are the beliefs similar or different to other religions you have studied?
- Design a plate of Japanese food - you could label it or write a menu to go with it. Can you include interesting Japanese foods such as sushi and mochi? Mochi is to the Japanese what bread is to us - it's a staple part of the Japanese diet! What other foods are important in Japan?
- Can you find out why the Japanese have the tradition of eating KFC on Christmas Eve?
- Can you find out what the words 'irasshaimase' and 'kampai' mean and how they are used in Japanese restaurants or at meal times?
- Design/create your own Japanese kimono and write a guide for what it might be worn for.
- Research the tradition of the geisha - can you copy a geisha hairstyle or make up?
- Act out your own Japanese tea ceremony (**cha-no-yu**, **chadō**, or **sadō**). You could sit on cushions outside in your garden and choose cups that match the personalities of your family! Find out more information here: <https://www.roughguides.com/article/a-rough-guide-to-the-japanese-tea-ceremony/>
- Find out about the Japanese national sport of sumo wrestling. There is some information here: <https://www.bbc.co.uk/newsround/38742096> Can you make a list of the heaviest sumo wrestlers and order their weights from highest to lowest? How many times heavier than you are they roughly?
- Follow a manga drawing tutorial like this one: <https://www.youtube.com/watch?v=rnpd3WO7ZRE>