



Learning Project WEEK 4 - Animals

Age Range: Y5/6

Additional activities will be set by teachers on: [spag.com](https://www.spag.com/) & [Purple Mash](https://www.purplemash.com/).

Please also see the [school website](#) for a whole host of other ideas.

Weekly Maths Tasks (Aim to do 1 per day)

- Get your child to play on [Times Table Rockstars](#). Check whether you have a Battle of the Bands to compete in.
- Ask your child to show everything they know about decimal numbers and/or percentages on a piece of paper. This could be pictures, diagrams, explanations, methods etc. Get them to be as creative as they want to be.
- Direct your child to play on [Hit the Button](#) - focus on times tables, division facts and squared numbers.
- Encourage your children to [compare decimal numbers](#) on this game.
- [Arithmetic practise](#) on Maths Frame. You will need a login to access the website.
- Access [Prodigy](#) and aim to improve your levels. Try areas of maths that you are less confident with.
- Think of all of the different ways that you can use a pack of playing cards to support your maths learning. Teach at least one game to another member of your family. There are some really challenging ones to try on [Transum](#).

Weekly Reading Tasks (Aim to do 1 per day)

- Remind your child to continue to read a chapter from their home reading book or a book that they have borrowed from the library.
- When they have completed the chapter, ask them to re-write the chapter from the viewpoint of another character.
- Explore the [Highwayman Poem](#). Can they learn it by heart? Can they draw an alternative sketch to represent the Highwayman?
- Watch [Newsround](#) and discuss what is happening in the wider world.
- Use your reading skills (inference and prediction) to establish what is happening in some of the images on [OnceUponAPicture](#). Do they inspire you to write your own story?
- Use the Book Creator app to design your own book. You could create a fiction, nonfiction or poetry book to share with others. It is a free app when creating one book.
- Complete the reading challenges related to animals and nature on [The Reading Realm](#).

Weekly Spelling Tasks (Aim to do 1 per day)	Weekly Writing Tasks (Aim to do 1 per day)
<ul style="list-style-type: none"> Encourage your child to practise the Year 5/6 Common Exception Words (see list) Practise spellings on Spelling Frame or watch a Super Movers video all about spelling rules. Your child may wish to create a word bank about an animal of their choice which includes verbs, adverbs and expanded noun phrases. They can use this for their poetry writing. Get your child to proofread their writing from the day. They can use a dictionary to check the spelling of any words that they found challenging. This will also enable them to check that the meaning of the word is suitable for the sentence. Try different ways to practise your spellings: write them backwards, turn them into a piece of art, draw them in sand, create a wordsearch with them in or see how many times you can spell them correctly in a minute. 	<ul style="list-style-type: none"> Write a newspaper report summarising the events from the day/week. Your child can write a formal letter to Chester Zoo persuading them to close the park. They must justify their opinions with factual information. Is it fair for animals to be kept in captivity? Choose an animal of their choice and think about how it moves, what sounds it makes and the environment that it lives in. Your child can then write a poem based around these ideas. Think of the soundscape that you can create to go alongside your poem. How would different animal poems sound? <i>Animal's hearts should be cut up for science experiments.</i> Do you agree/disagree? Ask your child to write a discussion about this statement. Your child now has an in-depth story plan. They can begin to write their story considering the devices needed for their genre. How will the dialogue convey their character and advance the action?

Year 5/6 Common Exception Words for Spelling

accommodate	criticise	immediate	recommend
accompany	curiosity	individual	relevant
according	definite	interfere	restaurant
aggressive	desperate	interrupt	rhyme
amateur	develop	language	rhythm
ancient	dictionary	leisure	sacrifice
apparent	disastrous	lightning	secretary
appreciate	embarrass	marvellous	shoulder
attached	environment	mischievous	signature
available	equipment	muscle	sincere
average	equipped	necessary	sincerely
awkward	especially	neighbour	soldier
bargain	exaggerate	nuisance	stomach
bruise	excellent	occupy	suggest
category	existence	occur	symbol
cemetery	explanation	opportunity	system
committee	familiar	parliament	temperature
communicate	foreign	persuade	thorough
community	forty	physical	twelfth
competition	frequently	privilege	variety
conscience	government	profession	vegetable
conscious	guarantee	programme	vehicle
controversy	harass	pronunciation	yacht
convenience	hindrance	queue	
correspond	identity	recognise	

The project this week aims to provide opportunities for your child to learn more about key animals they are interested in. Learning may focus on exploring the physical aspects of an animal, their habitat, categorising animals etc.

- **Animals and their Environment:**

Your child can describe how animals such as Emperor Penguins, chimpanzees and orcas have adapted to suit their environment. Carry out some research and write a short summary. After this, ask them to design a new wondrous animal that has evolved to suit its environment considering the environmental changes it has had to face.



- **Where Animals Originate From:**

Ask your child to locate on a world map where different animals originate from and research why they live in these environments. Things for them to consider when researching why they originally lived in these countries are:

- Food sources
- Climate
- Weather
- Terrain



Think about how these animals have adapted so that they are able to live in the UK. Present their findings as a poster or in a PowerPoint presentation if they have access to a PC.

- **Life Cycles:**

Ask your child to research a mammal, an insect, an amphibian, a reptile and a bird. They can then choose one and draw the life cycle of an animal and label the diagram accordingly. How does the life cycle of the chosen animal differ to a human life cycle?

- **Animal Prints:**

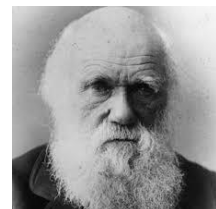
Using a variety of media (this could be materials from around the house such as cloth, newspapers or magazines, felt, etc.), ask your child to create animal prints for a mammal, an insect, an amphibian, a reptile and a bird of their choice. After, they can create a collage of the animal prints they have made and found.



They could always use a pencil or pen to sketch the animal prints or even create a stencil of the print so it can be used again.

- **The Life of Darwin:**

Who was Charles Darwin? Research the scientist's theory on evolution. Where are the Galapagos Islands? What species did and do still live there? What makes these animals unique and extraordinary? Write a biography about the life of Charles Darwin.



- **Wildlife Documentary:**

Watch a range of wildlife documentaries on BBC iPlayer and use an app such as iMovie to create your own. You can include videos, interviews with you (the wildlife expert), photos and even maps of the World so that you can share all of your newly learnt facts.



Additional learning resources parents may wish to engage with:

If you want to access teaching material daily, we suggest the following resources:

Please look at the [White Rose Maths](#) resources. This is the Maths Scheme of work we follow in school so is the perfect choice. There is a daily lesson from Early Years to Year 6 with a short video showing you clearly and simply how to help your child to complete the activity successfully.

[The Oak Academy](#) is an amazing virtual school providing 180 free lessons a week for children from Reception to Year 6. It is supported by various education organisations including the Sutton Trust, the Teaching Schools Council and is being backed by the DfE.

[BBC Bitesize](#) have daily lesson which have been created with teachers and other educational experts and feature a mix of videos, animations, practice activities, quizzes and games.

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