## Home Learning Pack Year 6

Thursday 11.11.21

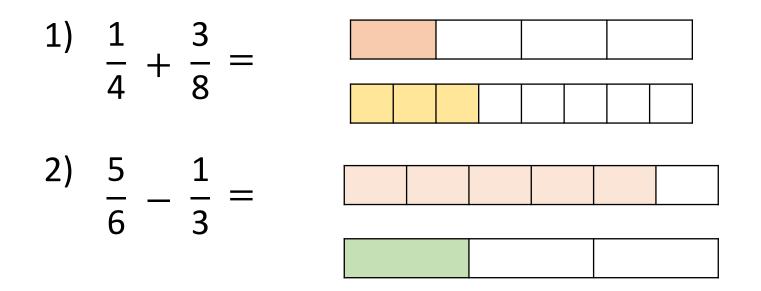
### Maths – Fractions

Add and subtract fractions activity

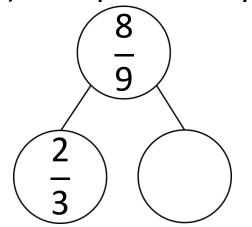
Here is a link with videos to support you with this topic.

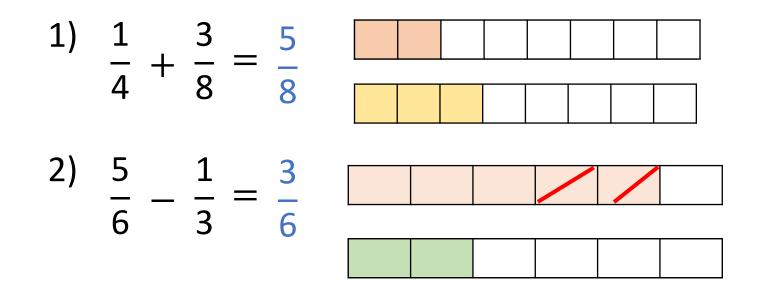
Autumn Week 10 - Number: Fractions | White Rose Maths

Start where you feel comfortable in the math's activities and choose your level of challenge.

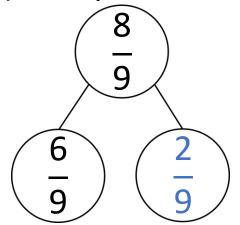


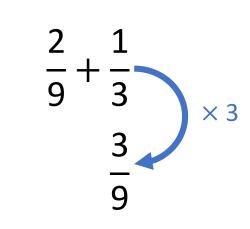
3) Complete the part-whole model:

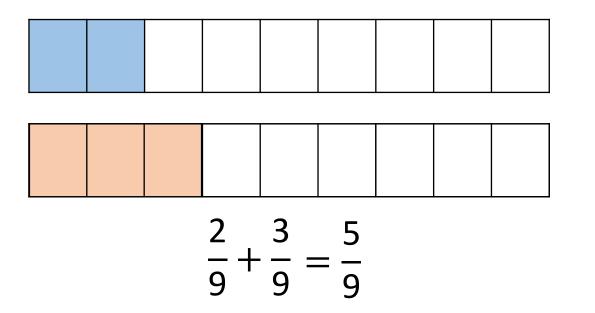




3) Complete the part-whole model:

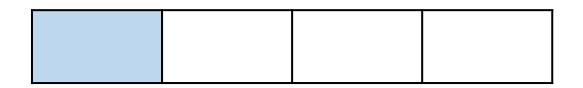


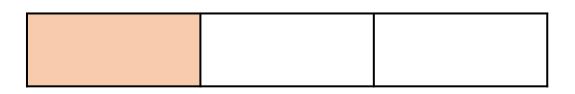




How can you use fraction strips to help you calculate

$$\frac{1}{4} + \frac{1}{3}$$





We need to find a common denominator.

We must find the lowest common multiple of 4 and 3

We must find equivalent fractions for both fractions.

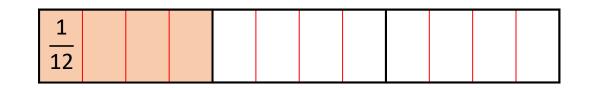
Have a think

$$\frac{1}{4} + \frac{1}{3}$$

First divide each quarter into 3 equal parts.

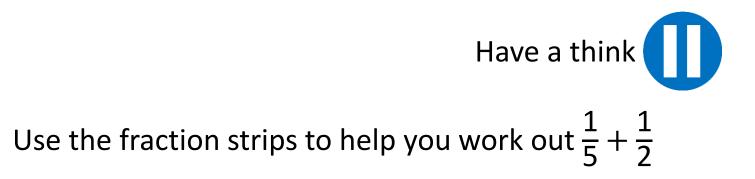


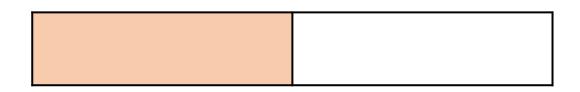
Now divide each third into 4 equal parts.



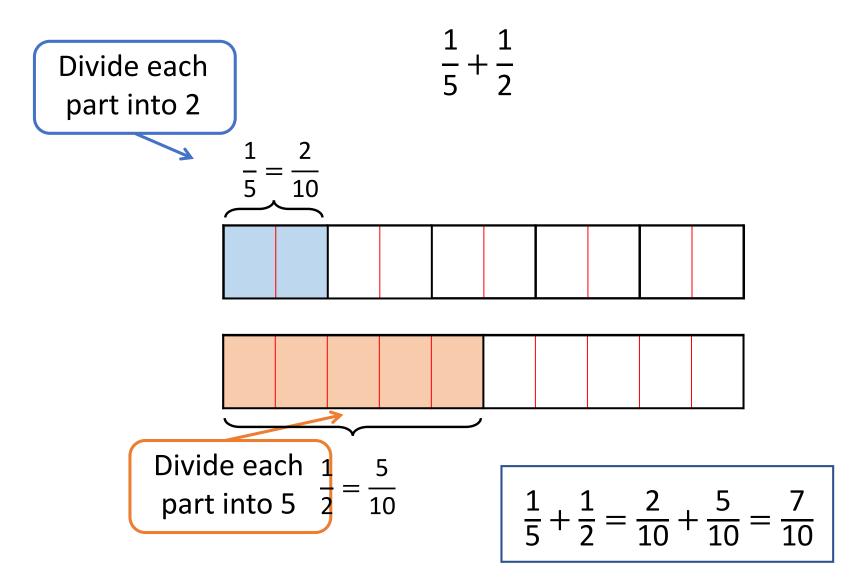
What do you notice?

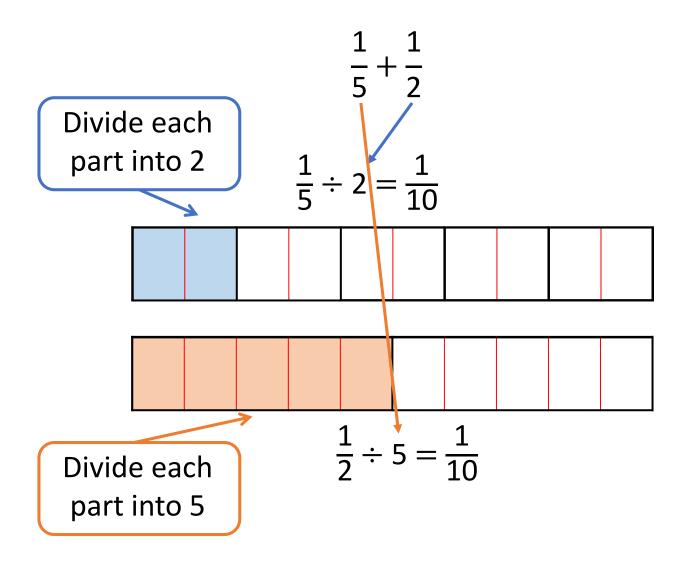
$$\frac{1}{4} + \frac{1}{3} = \frac{3}{12} + \frac{4}{12} = \frac{7}{12}$$

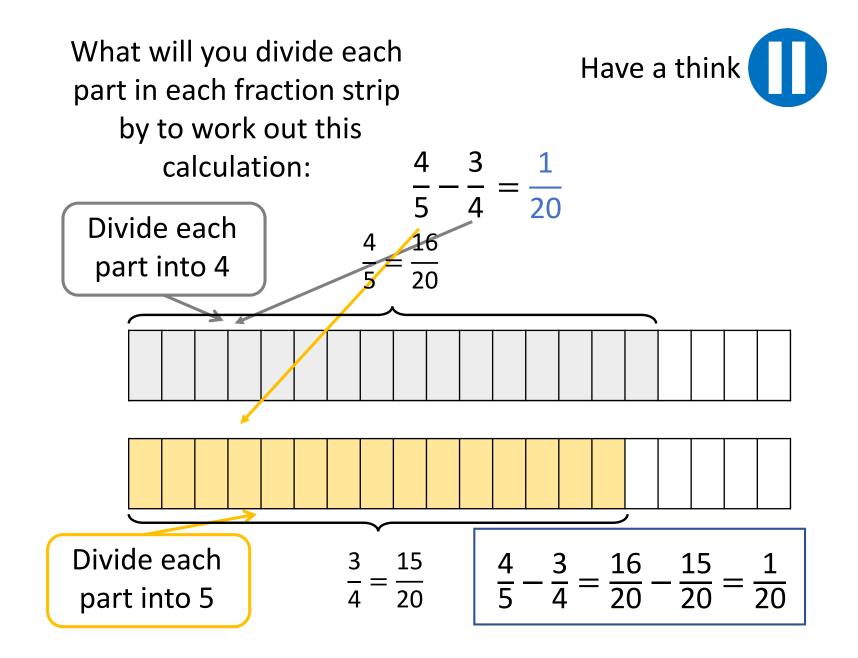




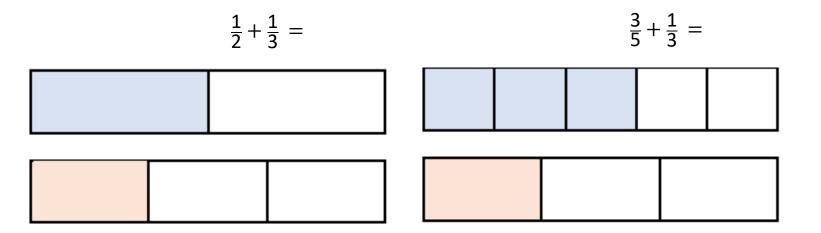
Think about what you need to divide each part in each fraction strip by.



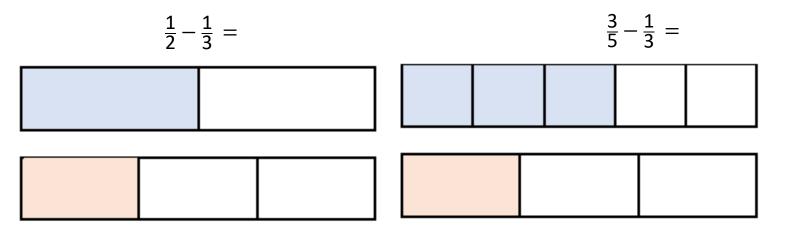


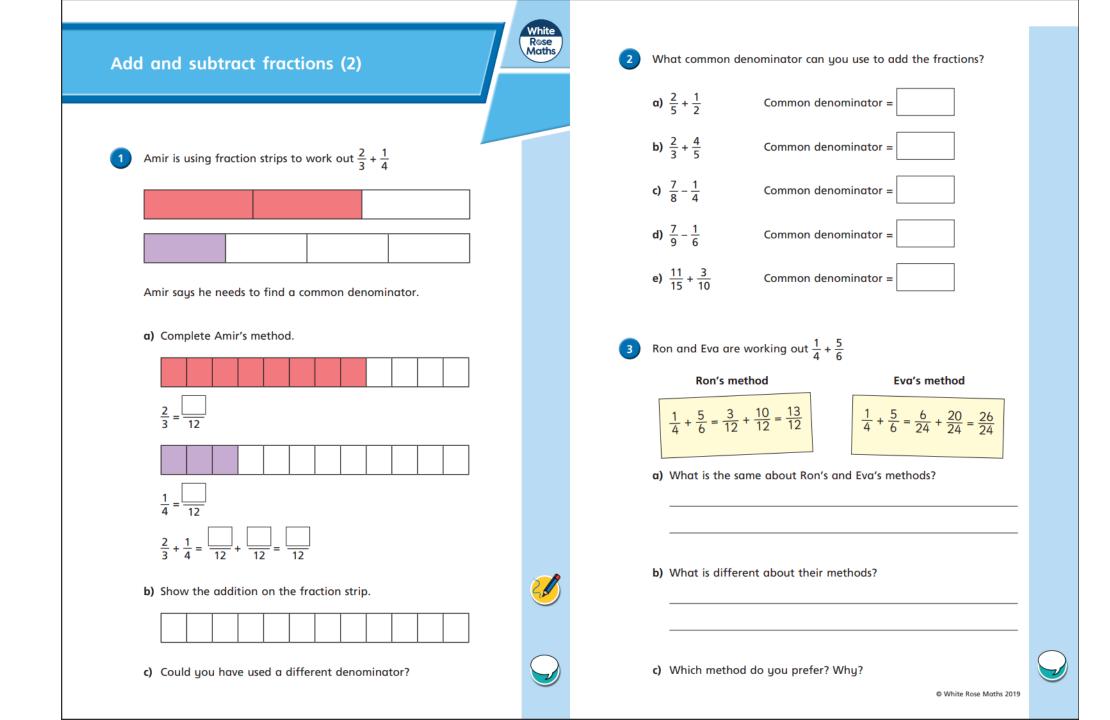


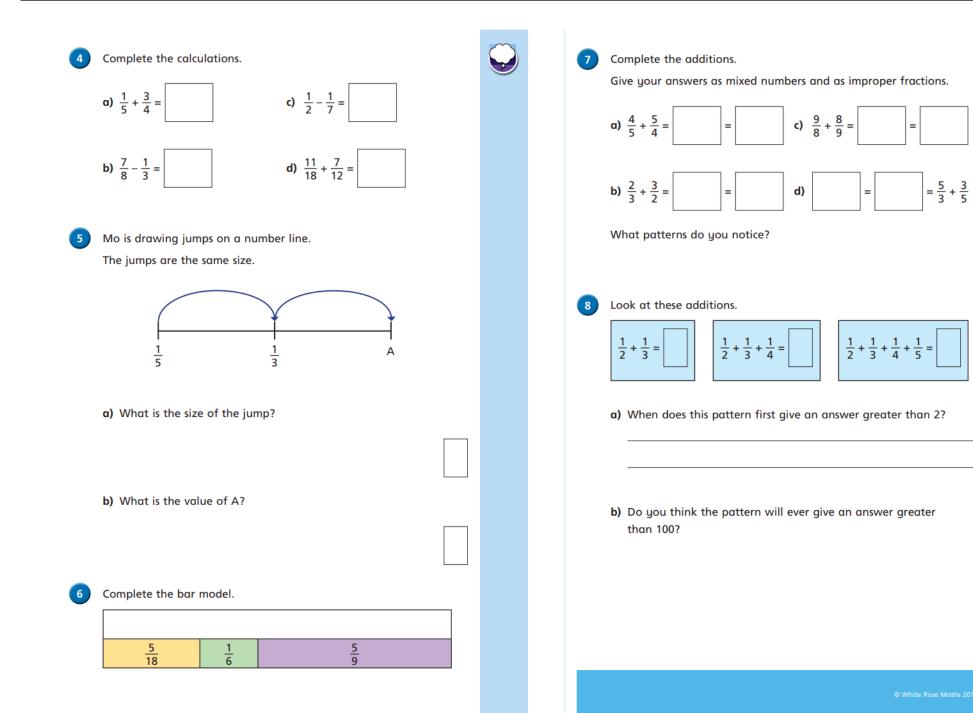
1) Use the fraction strips to help you add together



2) Use the fraction strips to help you subtract







 $\left( \begin{array}{c} \\ \end{array} \right)$ 

	35 ÷ 7 =	60	21 ÷ 7 = _	40	7 × 5 =	20
	70 ÷ 7 =	59	14 ÷ 7 = _	39	7 × 9 =	19
S4 Total	54 ÷ 6 =	58	35 ÷ 7 = _	38	7 × 10 =	18
   	63 ÷ 7 =	57	6 ÷ 6 =	37	7 × 2 =	17
S1	42 ÷ 6 =	56	- = 9 ÷ 09	36	7 × 7 =	16
Add up your score	28 ÷ 7 =	55	72 ÷ 6 = _	35	6 × 3 =	15
S4	12 ÷ 6 =	54	18 ÷ 6 = _	34	7 × 9 =	14
\$2 	42 ÷ 6 =	53	84 ÷ 7 = _	33	7 × 9 =	13
Secs \$1	12 ÷ 6 =	52	70 ÷ 7 = _	32	7 × 3 =	12
Total	66 ÷ 6 =	51	36 ÷ 6 = _	31	6 × 11 =	=
sa   	7 ÷ 7 =	50	6 × 7 =	30	7 × 9 =	10
5 S2	30 ÷ 6 =	49	7 × 2 =	29	7 × 10 =	9
Mins S1	14 ÷ 7 =	48	7 × 8 = _	28	6 × 8 =	œ
Add up your time	54 ÷ 6 =	47	7 × 5 = _	27	6 × 4 =	7
60	35 ÷ 7 =	46	7 × 2 = _	26	6 × 9 =	6
	7 ÷ 7 =	45	= 6 × 9	25	7 × 3 =	л
Score	6 ÷ 6 =	44	6 × 12 = _	24	7 × 4 =	4
: © 3 minute time limit (2)	56 ÷ 7 =	43	7 × 10 = _	23	7 × 7 =	ω
Time taken	48 ÷ 6 =	42	6 × 11 = _	22	6 × 4 =	2
	72 ÷ 6 =	41	7 × 5 = _	21	Licensed to East Ayton Primary School	Licensed
2020-21 Full Programme 4 a week	S	6,7 Times Tables	<b>.</b>		Times Tables Rock Stars	
Week 9 Session 4						Name:

## Guided Reading

#### **Chapter One** A Not Quite Normal Day

It began on a Friday, as strange things often do. This particular Friday had been stranger than most, although it had started normally enough. Elliot Hooper got up at 7.30am as normal, made his Mum breakfast at 8.15am as normal, went to school at 8.55am as normal and was in the Headmaster's office by 9.30am, which was in fact, slightly later than normal.

'Oh Elliot,' sighed Graham Sopweed, headmaster of Brysmore Grammar School. 'What are we going to do with you?'

He looked into the blue-green eyes of the 13-year-old boy before him, as Elliot scratched his shaggy blonde head for an answer. Two years earlier, Graham Sopweed had watched as Elliot was proudly escorted through Brysmore's gates by his Mum, Nan and Grandad. The reports from his primary school had been glowing. "Elliot Hooper is a wonderful student who is sure to set Brysmore alight," his

previous headmistress promised. There was no doubt that Elliot was a bright boy, but after a promising start, the past year had seen a big change in this young man and not for the better. Elliot Hooper hadn't set Brysmore alight. But Mr Sopweed was more than a little concerned that he might set the school on fire.

'It's a tricky one, Sir,' Elliot replied after a lengthy pause. 'It's really a question of everyone's best interests. And the simple fact is that I don't want to be at this school, the teachers don't want me to be at this school, the pupils don't want me or the teachers to be at this school, so perhaps it's time we admitted defeat and everyone got home in time for *Deal or No Deal.*'

Read the extract of chapter one, 'A Not Quite Normal Day.'			
4) Why has the author repeated the word 'normal' in the first paragraph?			
	<u>(</u> 1 mark)		
5) Find a word that is a synonym for guided.			
(1 mark)			
6) What is Mr <u>Sopweed</u> worried that Elliot might do to the school?			
	(1 mark)		
7) Find evidence that Elliot doesn't want to stay at school.			
	(1 mark)		
<u>Grammar focus</u>			
8) Find an example of an apostrophe for contraction.	(1 mark)		
9) Find 3 adjectives from the text(1 mark)			
10) Find a hyphenated word in the text.	(1 mark)		

## English – To write my diary entry

Part 4 (example below) - Beowulf returns victorious, Hrothgar thanks Beowulf for his courage and heroism but tells him that this will not last forever.

#### 460AD

I returned to the mead hall with my trophies: the head of Grendel and his mother. I could see the relief my trophies brought Hrothgar and his wife, and I was glad. I had finally fulfilled my promise to rid their land of evil and the honour of my father and King Hygelac was intact. Hrothgar was exceedingly generous with his hospitality and his wealth and he gave me many lavish gifts. Before my departure he spoke to me candidly and said the following words which will stay with me for the rest of my days.

"Do not become like other heroes before you, Beowulf. Bloodthirsty and proud. I am old in years but in my youth, I was a peerless warrior who never lost a battle. Men are frail and our lives are finite. Even with you the end must come – your strength will fail. Waiting for you is sickness maybe, or a slashing sword, or a burning fire, or old age. Death awaits us all."

I will listen to Hrothgar's wise council and return to my homeland a better man than when I left.

## Science



# Science

Living Things and Their Habitats

Science | Year & | Living Things and Their Habitats | Linnaean System | Lesson 2

### Aim

• I can describe how living things are classified into groups.

## Success Criteria

- I can describe who Carl Linnaeus was.
- I can explain how living things are classified using the Linnaean system.
- I can classify living things using the Linnaean system.

#### A Standard System



In the previous lesson you classified animals by sorting and grouping them based on their similarities and differences. Did everyone in the class sort and group the animals in the same way?

They most probably did not! However, scientists need to use a standard recognised method for classifying living things.

Talk to your partner about why this would be important.



#### Who Was Carl Linnaeus?

Carl Linnaeus was a Swedish scientist who believed it was very important to have a standard system of classification. At the time he was alive, in the 1700s, there was no agreed standard method.

Linnaeus collected and examined over 40,000 specimens of plants, animals and shells. In 1735, he published his first edition of 'Systema Naturae', which described his system for classifying living things.

Over the next several years, Linnaeus continued to publish new editions of 'Systema Naturae' that included more species of living things. His tenth edition was published in 1758 and is considered to be the most important edition.



#### The Linnaean System

Linnaeus' original system of classification classified everything in nature into a hierarchy.

He proposed that there were three large groups, called kingdoms, into which the whole of nature could fit. These kingdoms were plants, animals and minerals. He then split each kingdom into smaller and smaller groups, or levels.

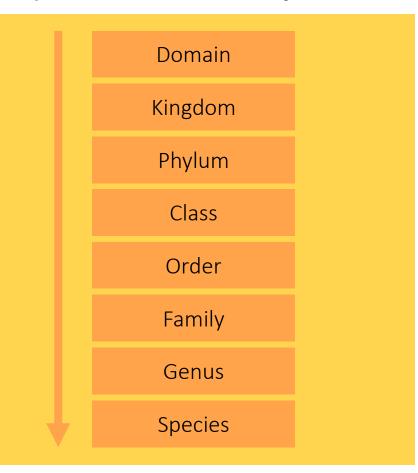
Today, the Linnaean system is only used to classify living things, so it does not include minerals. Furthermore, as new living things have been discovered, scientists have had to add additional levels in the hierarchy. A new level above kingdom, called domain, has also been introduced.



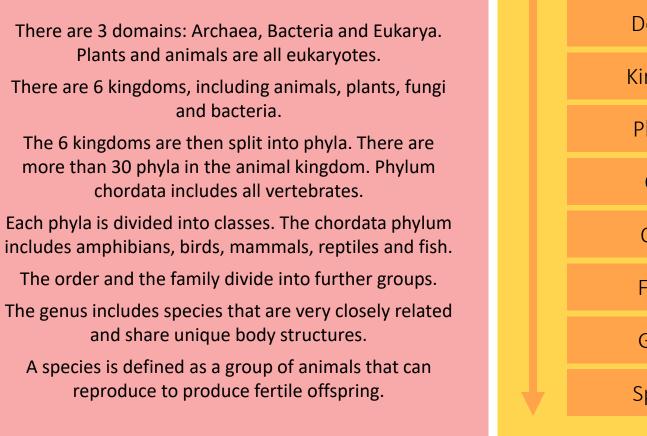
#### The Linnaean System

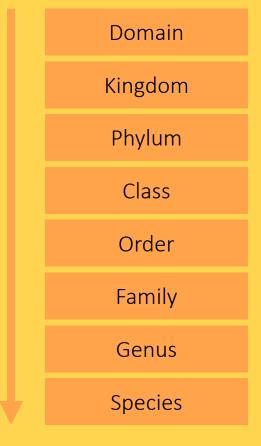
This diagram shows the levels of classification in the Linnaean system.

Living things can be classified by following the levels in this system. The number of living things in each group gets smaller and smaller, until there will just be one type of animal in the species group.



#### The Linnaean System





## **Classifying Species**

Here you can see how a species can be classified at each level of the standard system.

Domain: Eukarya	jackal, clownfish, cat, dog, ladybird, daisy, rabbit, fox, human
Kingdom: Animals	jackal, clownfish, cat, dog, ladybird, rabbit, fox, human
Phylum: Chordata	jackal, clownfish, cat, dog, rabbit, fox, human
Class: Mammals	jackal, cat, dog, rabbit, fox, human
Order: Carnivora	jackal, cat, dog, fox
Family: Canidae	jackal, dog, fox
Genus: <i>Canis</i>	jackal, dog
Species: <i>Lupus</i>	dog

## **Classifying Species**

Genus: <i>Canis</i>	jackal, dog
Species: <i>Lupus</i>	dog
italics. The names used to give the sc name) o	pecies are always written in of the genus and species are ientific name (recognised Latin of each living thing. ame for a dog is Canis lupus.

## Classifying Species Activity



Choose another living thing from the list below and follow the levels of the classification system to classify it. Complete your Classifying Species Activity Sheet to show how it fits into each level of the standard system.

Use the genus and the species to give the scientific name of the species.

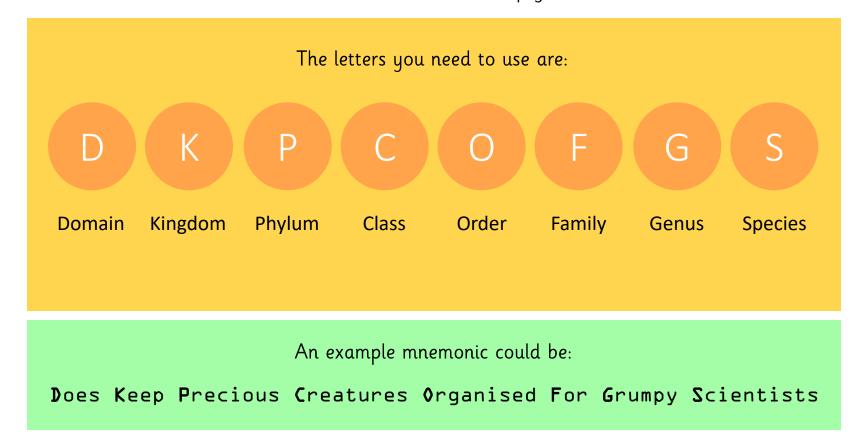
You will need to use books or the Internet to research the animal and find the information you need.



#### Invent a Mnemonic

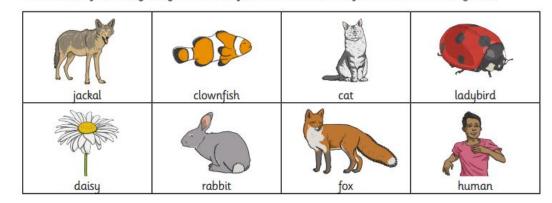


The levels of the classification system can be tricky to remember. Work with your partner to invent a mnemonic to help you!



#### **Classifying Species**

Choose one of the living things below and find out how it is classified in the Linnaean system.



Complete the levels of classification to show what you have found out.

Living thing:		
Domain:		
Kingdom:		
Phylum:		
Class:		
Order:		
Family:		
Genus:		
Species:		

What is the scientific name of your chosen living thing?

Choose one of the living things on the list. Use the internet to research the living thing and complete the activity sheet showing how the species is classified at each level of the standard system.

### Art

## VIKING ART

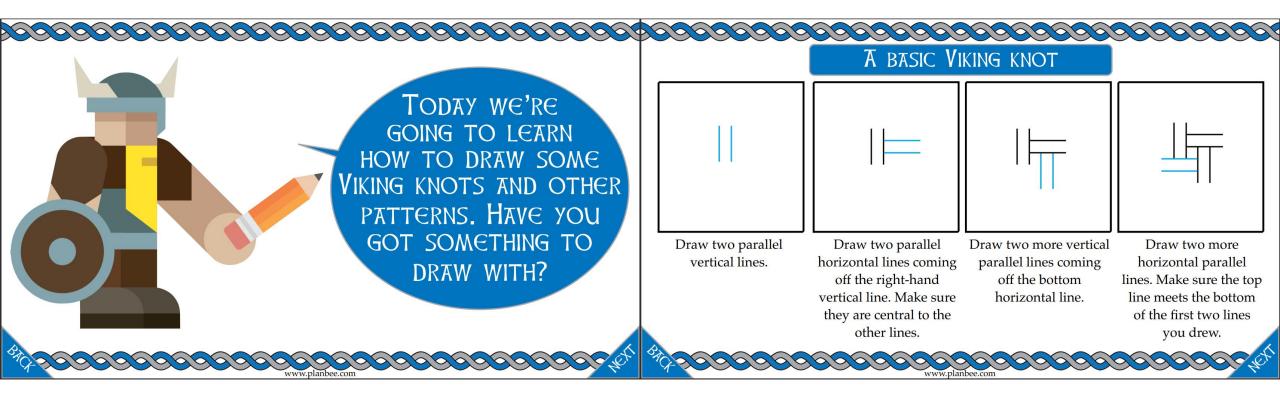
<u>Learning Objective:</u> To be able to draw Viking patterns.

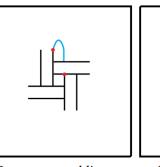


One of the main features of Viking art is knots and interweaving patterns. This was also a feature of Celtic art and there are lots of examples of both that have been found in Britain.

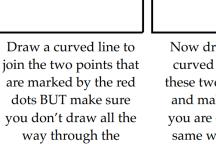
These kinds of patterns were often used as borders or as a decorative feature on carvings, jewellery and weaponry.





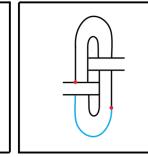


horizontal line!

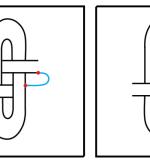


Now draw another<br/>curved line to joinNow do the same thing<br/>on the bottom. Join the<br/>two points marked by<br/>the red dots but don't<br/>go through the<br/>same width all the

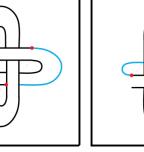
way around.

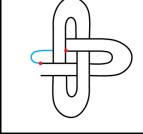


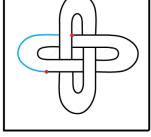
Join the two red dots up with a curved line, keeping the path the same width all the way round.



Draw a curved line to join the two points that are marked by the red dots BUT make sure you don't draw all the way through the vertical line!







Join up the red dots again.

20000

And again!

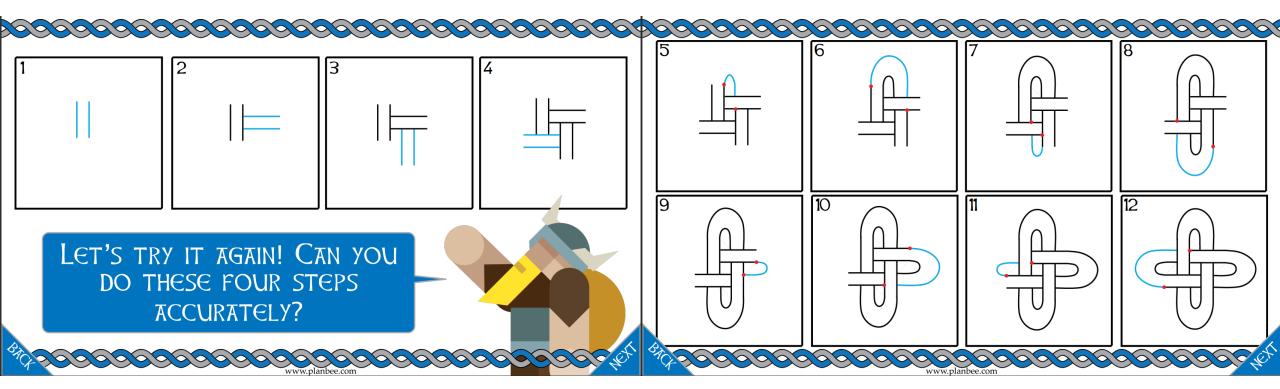
AND THERE YOU

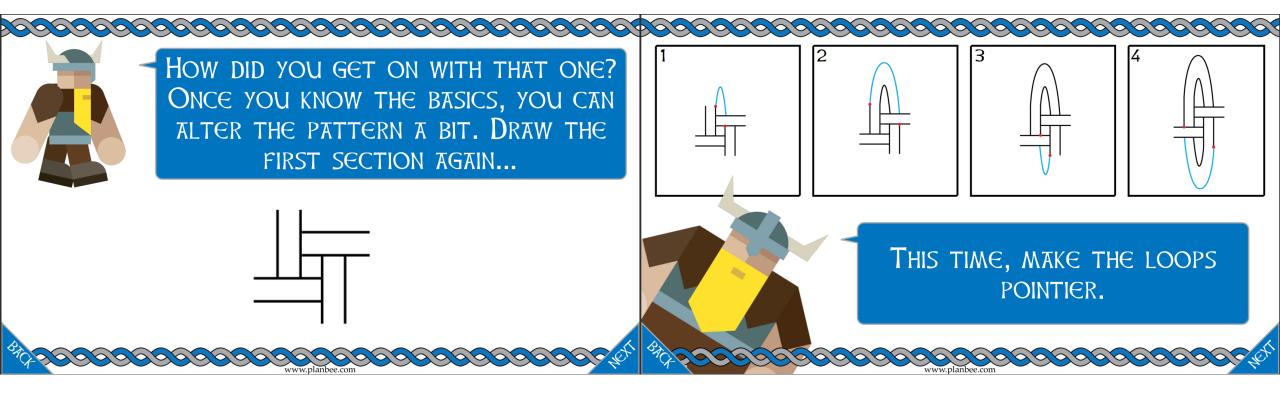
HAVE YOUR BASIC

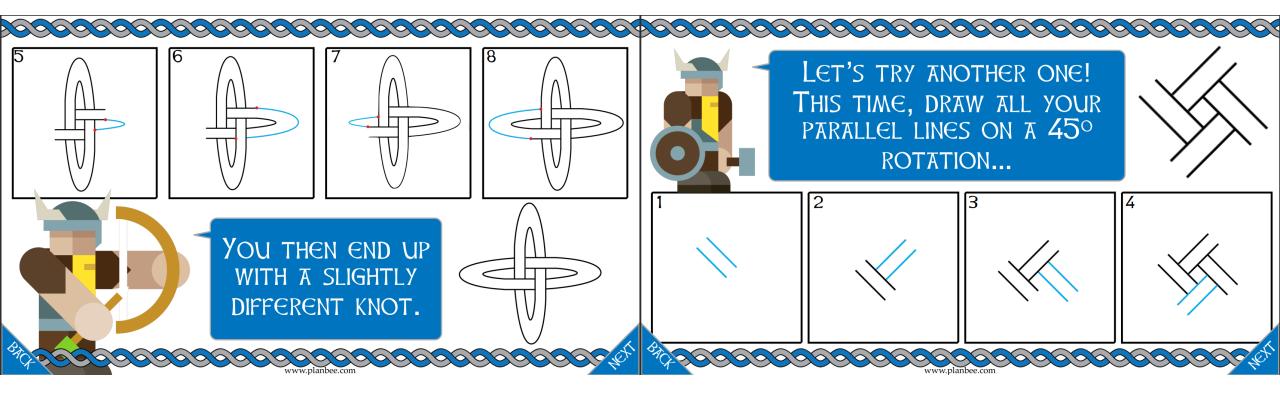
VIKING KNOT!

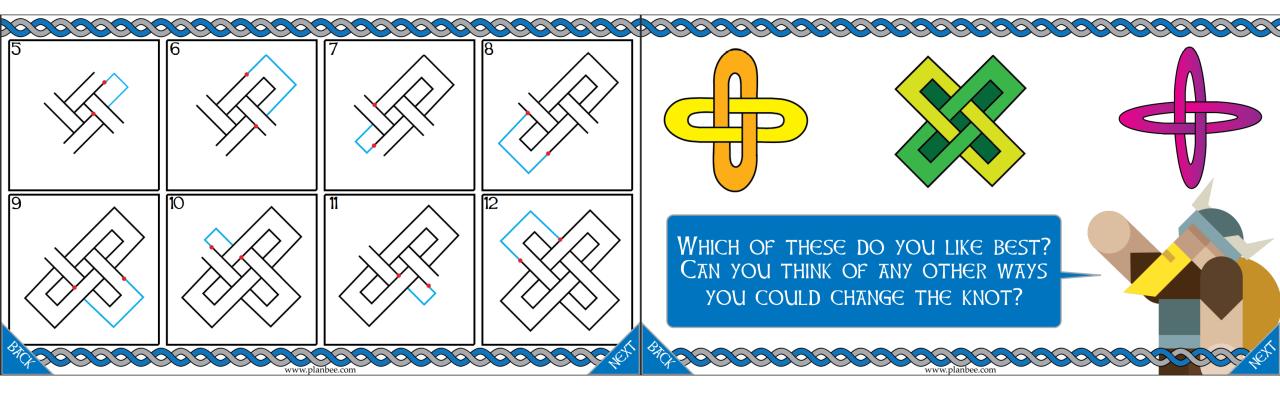
Last one!

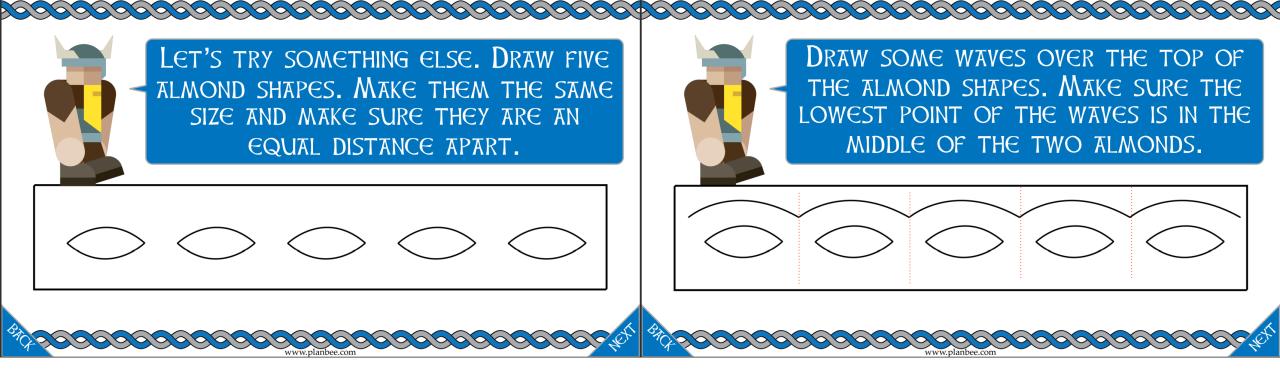
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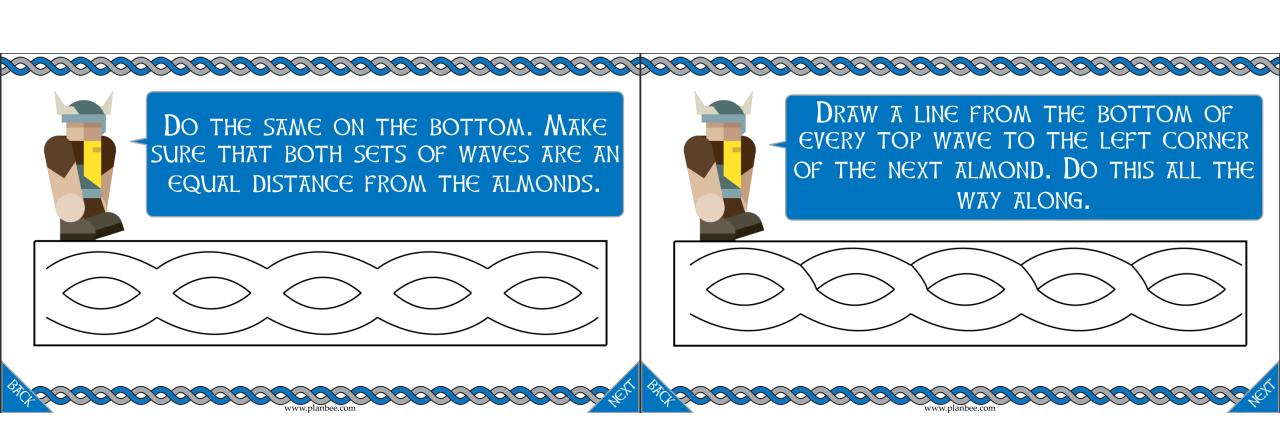




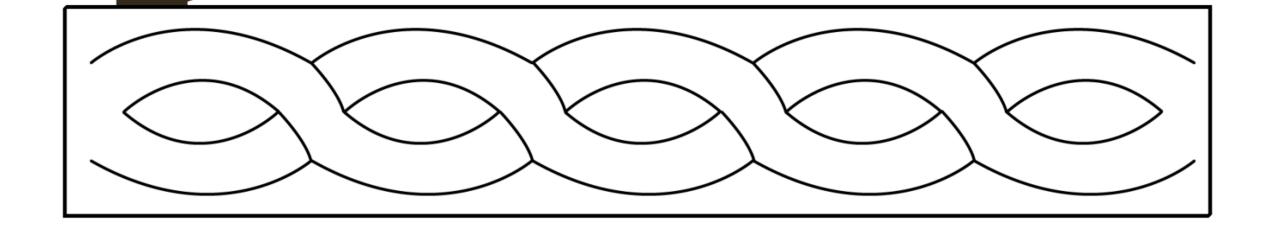




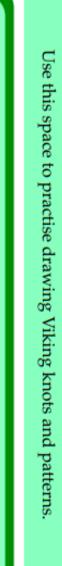




Now connect the top of each of the bottom waves to the right corner of the previous almond. Now you have a basic rope pattern!



www.planbee.com



twinkl.co.uk

