

Kingfishers Home Learning

Week beginning Monday 8th June 2020



Daily Activities

15 mins
Fluent in 5
Times Tables Rockstars

15 mins
Spelling Frame
Y3/4 Rules 13 & 14
(Test on Seesaw on **Friday!**)

15-20 mins
Class Book
Read Theory – 5 questions
Guided Reading
(2x 20 mins – on Seesaw)

Weekly Activities

(all to be completed across the week and evidenced on Seesaw using your Home-Learning code)

Maths

up to 30 mins
Number-based activity –
on Seesaw

up to 30 mins
Problem-solving activity –
on Seesaw

up to 30 mins
Design a Maths poster –
on Seesaw

Writing

Source: <https://www.literacysshed.com/catch-a-lot.html>

Session 1 – 30 mins

Catch a Lot – Discuss different parts of the film and share your ideas on Seesaw.
Odd One Out – Use the film to find the odd ones out.

Session 2 – 30 mins

Pathetic Fallacy – Watch the clip and begin identifying words and phrases for the weather.

Session 3 – 30 mins

Invent ways in which other natural phenomena are made e.g lightning, thunder, etc.

Remember to edit spelling and punctuation!
Why not use a dictionary and thesaurus?

Science/STEM

30 mins

Artificial Intelligence – Saving our Oceans

Visit code.org to find out how we can save our oceans using a little computer coding and some great artificial intelligence!

Enrichment

Visit the Beach

Why not take a family trip to a beach you haven't visited before? Try going earlier or later for a quiet, relaxing walk!

Symmetry Challenge

Using the guide on Seesaw, can you draw a symmetrical picture?

Yes/No Game

Think of a creature from under the sea. Work with a partner, taking turns to ask questions and try to guess the animal!

Project – Under the Sea

Kindly borrowed from Robin Hood MAT

The project this week aims to provide opportunities for your child to learn more about life in and around the sea. Learning may focus on the strange and wonderful creatures and plants that occupy our oceans, their habitats and how human beings affect this environment.

Bioluminescence

Many sea creatures possess a fascinating light-producing ability called [bioluminescence](#). [Find out about bioluminescence](#) and how some sea creatures rely on this for [their survival](#). Choose a sea creature which uses bioluminescence (like the anglerfish) and create a poster fact sheet about it, including what bioluminescence is and how their chosen sea creature uses it.

Artwork to Light up Your Life

Following on from what you learned about bioluminescence, create a bioluminescent-sea-creature-inspired piece of artwork. Based on the resources you have available at home, they could choose to express this as a drawing or as a model. Encourage them to use bright colours and to be as realistic as possible.

Pirates: Daring Heroes or Brutal Thieves?

Many books have been written and movies made about pirates. But who were the real pirates of the past? Find out about [real pirates from history](#). You could create a fact file or information report about what you've learned including key dates and figures. Alternatively, you could create a 'wanted' poster for a pirate, including facts about their deeds and adventures.

Keeping Active

(Try at least two of the following this week. Get your family involved too!)

There are lots of ways to stay active. Why not try: a bike ride, a walk, a scavenger hunt, Joe Wicks, BBC Supermovers, Cosmic Kids, Real PE, Active Norfolk or get creative yourself!