




Subject	Activity	Resources/Links	House Points	Tick ✓
Maths	<p>Written methods: Reason answers and self-mark after completion. (10 mins) Tutorial videos if needed: https://www.chesswood.w-sussex.sch.uk/page/?title=Written+Division&pid=340</p>	<p>22.02.21 – Written methods PDF Calculation progression: https://www.chesswood.w-sussex.sch.uk/attachments/download.asp?file=3586&type=pdf</p>	15	
	<p>Task: Lesson 1: Convert Metric Measures (30-45 mins) <i>Please find the PowerPoint, video, activity booklet + answers and a greater depth (GDS) extension on the Year 6 Daily Learning page, resources can be found by scrolling down past the daily learning page image!</i></p> <p>Watch the interactive PowerPoint and/or video guidance to support you as you work through the lesson using the activity booklet.</p> <p><i>Please note, page one is fluency so if you find it too easy, only complete page two of the activity booklet and then have a go at the ‘Maths GDS Extension’ questions.</i></p> <p>Once you have completed the questions in the activity booklet, use the answers booklet to self-mark.</p> <p><i>Try to reason every question.</i></p> <p>MATHS ASSESSMENT: Arithmetic test (just one per week): EASY level this week – 10 minutes, do your best! Remember to use your written methods to help you get an accurate answer and check using the inverse where you can. Check your answers and give yourself a score /13.</p> <p>Scan the QR code or click on the link to access the assessment via Microsoft Forms.</p> 	<p>Video: https://vimeo.com/504805400 PowerPoint: https://chesswood-my.sharepoint.com/:p:/g/personal/mhills_chesswood_w-sussex_sch_uk/EaEDw8YrGrTKscdlZqxKIEwBIPY5cuK5Zon4VnPlfpcSA?e=H4tVT7</p> <p>22.02.21 – Maths Activity PDF 22.02.21 – Maths Answers PDF 22.02.21 – Maths GDS Extension – one page per day + answers.</p> <p>Maths support at home: https://www.chesswood.w-sussex.sch.uk/page/?title=Maths+Support+at+Home&pid=335</p> <p>Useful websites and links: https://www.chesswood.w-sussex.sch.uk/page/?title=Maths&pid=100</p> <p>22.02.21 – Arithmetic test Easy PDF (to write on for workings out if wanted – please still submit answers on Microsoft Form)</p> <p>Microsoft form link: https://forms.office.com/Pages/ResponsePage.aspx?id=bFAfoyNHwUaT1tnJfpJx928dQH9pasxFicg-VODV9JpUMEZaMUFWSIE0N0YxOENOUVJRTIY3MVk1Ny4u</p>	20	
	<p>Turbo Maths: BBC Bitesize – Adding decimals with a different number of decimal places (10 mins)</p>	<p>https://www.bbc.co.uk/bitesize/articles/z3xx8hv</p>	10	
Reading	<p>Reading for pleasure: Read your reading book for 30-45 minutes. Take the AR quiz when finished – remember to look back in the book to help you!</p>	<p>http://ar.chesswood.org.uk</p>	20	



	<p>Guided Reading Task: (20 min)</p> <ul style="list-style-type: none"> • Open the Guided Reading lesson slides to do this task. • Watch Mrs Johnson’s Guided Reading Task video to help • What is figurative language? • Watch the two video clips to help • Have a go at making a note of any figurative language features you can identify in the Guided Reading Poems provided (Halloween’s Crumble, Eastbourne, There are Things that Lurk in the Library). Choose to do 1 or both of the poems! • Listen to/watch the poems being read by the poet if you would like to! Use the links on the right.... • What effect do these have on you as a reader? How do they make you feel? What images do they create in your mind’s eye? <p>Reading Comprehension: Complete the Reading Comprehension and self-mark using the answers provided. (20 mins)</p> <p>Extension: Look at the reading activity grid and choose an activity that interests you.</p> <p>Class Novel: (20 mins) Rumblestar by Abi Elphinstone: Chapter 25</p> <ul style="list-style-type: none"> • Watch the Chapter 25 video of Mrs R-W reading • No activity today! 	<p>Guided Reading Lesson Slides PDF</p> <p>Mrs Johnson’s Guided Reading Task video: https://youtu.be/YBnV9xk4IDs</p> <p>Video clips: What is figurative language? https://www.youtube.com/watch?v=NegoYluXoEA Joseph Coelho gives more help: https://www.bbc.co.uk/teach/class-clips-video/english-ks1-ks2-understanding-poetry/zf8m382</p> <p>Listen to/watch the poems being read: https://www.thepoetryofjosephcoelho.com/portfolio_page/halloweens-crumble/ https://www.youtube.com/watch?v=J_Hg1647Gek https://www.thepoetryofjosephcoelho.com/portfolio_page/library/</p> <p>Guided Reading Poems PDF Reading Comprehension PDF Reading Activity Grid PDF</p> <p>Rumblestar Chapter 25 video: https://youtu.be/t_dP6AatZ2U</p>	20	
Writing	<p>POEM OF THE DAY!</p> <ul style="list-style-type: none"> • Watch and listen to the Poem of the Day with Mrs Johnson! 	<p>Poem of the Day video: https://youtu.be/sLc1aBRVqCk</p>		
	<p>Grammar and Punctuation – Nasty Writing: Complete the Nasty Writing task on apostrophes for possession. (10 mins)</p>	<p>Nasty writing PDF</p>		
	<p>Task:</p> <ul style="list-style-type: none"> • IT’S A GOOD IDEA TO DO THE GUIDED READING TASK FAIRLY EARLY ON THIS WEEK AS IT WILL HELP YOU WITH THE POETRY WRITING! • Listen to and/or read the poem by Rachel Rooney, a great poet from Brighton: ‘Nought to Nine’ • Watch Mrs Johnson’s Writing Video! • Write your own poem using the letters of your name – write 1-2 lines for each letter just like Rachel Rooney has done (watch my video first...) 	<p>Mrs Johnson’s Writing Video: https://youtu.be/UWqIN_oRSRc</p> <p>Nought to Nine Poem PDF Poem Success Criteria PDF</p> <p>Rachel Rooney reads her poem: https://childrens.poetryarchive.org/poem/nought-to-nine/</p>	20	



Chesswood Junior School – Daily Learning – Year 6 – 22.02.2021



- **OR** write your own poem using the numbers 0-9, but come up with your own images/ideas...
- Use the **Poem Success Criteria** for today to help you!

Additional writing support resources:
<https://www.chesswood.w-sussex.sch.uk/page/?title=Writing&pid=59>

Turbo GPS: RECAP: Watch the video on **apostrophes for possession**. Have a go at the quiz question at the end! (10 mins)

Turbo GPS video:
https://www.youtube.com/watch?v=zNFPnVz7JB4&feature=emb_imp_woyt

Spelling: (15 mins) Use a spelling strategy you have learned in class to practise the spellings from your homework sheet/below.
 Ask a member of your family to test you – keep practising any you get wrong until you are confident that you know them all. Get re-tested when possible.

Additional spelling support resources:
<https://www.chesswood.w-sussex.sch.uk/page/?title=Spelling+Practice+Years+5+and+6&pid=65>

	Bronze		Silver		Gold		Platinum	
Statutory Words List	awkward	Tick	vehicle	Tick	appreciate	Tick	committee	Tick
	bargain	Tick	leisure	Tick	communicate	Tick	conscience	Tick
	bruise	Tick	recognise	Tick				
Class Spellings	re-heat	Tick	non-verbal	Tick	co-operate	Tick	co-ordinate	Tick
	co-own	Tick	non-fiction	Tick	non-linear	Tick	re-examine	Tick
	plough	Tick	bough	Tick				

Ask your adult to test your spelling at the end of w/c 5.2.21

Year 6: Science - Classification Assessment - Week 7 – Complete on/by Tuesday 23rd February.

Please complete the Science Assessment on the topic Classification. It is accessed via Microsoft Forms. There are 15 marks available! Award yourself 2 house points for every correct answer. Click on the link or scan the QR code to start the quiz.

Please do not use your KO or any previous notes from lessons to help you.

Good luck!

<https://forms.office.com/Pages/ResponsePage.aspx?id=bFAfoynHwUaT1tnlfpjx928dQH9oasxFlcg-VODV9JpUOTE4OUEwNkk5UDhHVfhCNFowNEE5OFhZRS4u>



Year 6: Science - Classification Assessment - Week 7

30 available!

Science

Specsavers 'Virtual' Sussex School Games 2021 –

Practice and improve and log your best scores on www.sussexschoolgames.co.uk by midday 12pm on Friday 12 February Good luck!

Gymnastics Challenges Year 5/6: <https://youtu.be/ACDrLqxFav8>

Please send your entries to: sport@chesswood.w-sussex.sch.uk

[Specsavers 'Virtual' Sussex School Games 2021 - Active Sussex](#)



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PE



Chesswood Junior School – Daily Learning – Year 6 – 22.02.2021



<p>Music</p>	<p>The Beatles, whether you like their music or not, were revolutionary! From 1963 to 1970, The Beatles wrote music that was unlike anything written before or since. Everybody has their own favourite Beatles song. Ask your family. What favourites do they have? Record these or let Mrs Cossins know!</p> <p style="text-align: center;"><i>See 'The Beatles' Knowledge Organiser.</i></p> <p>Key albums to listen to are: A Hard Day's Night (1964), Rubber Soul (1965) Revolver (1966) Sgt Pepper's Lonely Hearts Club Band (1967), White Album (1968) and of course, Abbey Road (1969). Have a listen to some Beatles and let Mrs Cossins know of any favourites you have.</p> <p>Extension: Do a mini project on The Beatles or another 60s band. Who were the band members and what did they play? Songs/albums? Why they were so popular at the time? Why you like their music?</p>	<p>21.02.22 - Beatles KO PDF</p>	<p>20</p>
<p>PSHE</p>	<p>Watch Newsround to keep up with current affairs. (5 mins)</p> <p>Sleep: This week, we'd like you to concentrate on sleep! Follow the pages on the Sleep PDF to find out more about what affects your sleep and what you can do to improve yours.</p>	<p>https://www.bbc.co.uk/newsround/news/watch_newsround</p> <p>Week 7 Sleep PDF</p> <p>You can also ask your adults to look this website, to support you with sleep at home: https://www.nhs.uk/live-well/sleep-and-tiredness/healthy-sleep-tips-for-children/</p>	<p>10 10</p>
<p>Geography</p>	<p>For this half term you will be exploring settlements. To begin with we can think about what we have learnt before in lower school. Why did the Saxons settle where they did? What else do you know about settlements? If you were going to settle somewhere and build a home, what natural resources would you want nearby?</p> <p>Discuss some of these questions or ideas with a friend on the phone or with an adult at home to help compare your ideas on what a good settlement would look like.</p> <p>Use the worksheet to explore the advantages and disadvantages of the settlements in the image. You can draw a table on paper if you do not have a printer.</p>	<p>Lesson one pdf Lesson one worksheet pdf</p>	<p>20</p>
<p>French</p>	<p>Log in to practice on Duolingo. Try to earn 10 XP today. (10 mins)</p>	<p>https://schools.duolingo.com/</p>	<p>10</p>

Pancake Day Competition 2021 – 16th February

Firstly, why does **Shrove Tuesday**, commonly known as “pancake day” exist?! Historically, *perishable (likely to decay or go bad quickly)* ingredients had to be used before the fasting period of lent. Throw a few simple ingredients together before they go bad... and you get the delicious pancake that we know today!

With Pancake day quickly approaching, occurring during half term, we are inviting you to send in a mini video or photo of a pancake “flip” and the finished pancake (toppings included!) ***The best will win a prize and 100HP, runners up will win a prize plus 50HP and all entries will be awarded 25HP!***

The competition opens on Friday 12th and closes Sunday 21st February.

Entries should be sent to: mhills@chesswood.w-sussex.sch.uk

We also welcome pictures and details of your favourite pancake recipes and have a **prize for the “best flop”** so even if it isn’t as successful as you had hoped, send it in as you may still win a prize!



Good luck and happy pancake making!
Miss Hills & Mr Light (DT Leaders)

You can find many recipes online. Here is one from the BBC Food link below:

Ingredients:

For the pancake mixture:

- 110g/4oz plain flour, sifted
- pinch of salt
- 2 eggs
- 200ml/7fl oz milk mixed with 75ml/3fl oz water
- 50g/2oz butter

To serve:

- caster sugar
- lemon juice
- lemon wedges

Or any other toppings you like!

Visit [Pancake recipe - BBC Food](#) for a **detailed method**. Adapt as you wish!

Visit [How to make pancakes - BBC Good Food](#) for a **quick demonstration video**.



25
for
entry

DT

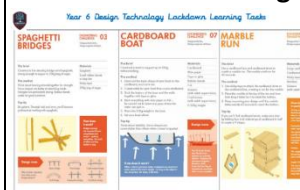
Put your engineer hat on and get ready to construct a masterpiece! This grid has 6 different activity ideas for you to choose from. They take a lot of patience and some planning/resourcing, so take your time and have fun when making!

Plan-Make-Evaluate

Go the extra mile by evaluating your final product, would you do anything differently next time to make the process easier or to make the final piece more functional? Is it aesthetically pleasing to look at? If not, could it be? Could you write a how-to-guide so someone else could make one too? Good luck!

Please send photos to us!

18.01.21 – We are Engineers Lockdown Learning Tasks PDF



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Now that you have made a delicious stir-fry in year 6, why not try another cooking task of your choice? There are 5 recipes to choose from or you could find your own online/using a recipe book from home.

If you find your own recipe, perhaps you could write the ingredients list and method and send it to your teacher so that others could try it at home too.

Be sure to use your cookery skills to stay safe and send photos to your teacher of you making it and of the finishing product if you can.

Watch a clip from the BBC series: The Secret Life of Our Favourite Dishes – ‘From the true colour of carrots to how to spot the difference between kinds of cows, why onions make us cry to the magic behind growing straight cucumbers, Stefan Gates reveals where our food comes from and how it is made.’

DT Cooking Tasks PDF



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SECRET Life Of...

[The Secret Life of Our Favourite Dishes - BBC Teach](#)

Computing

WEEK 7

MakeCode Unit: Learn to make a platformer

Tutorial: Learn to use MakeCode arcade

Key Vocab: blocks, categories, project.

- Follow the tutorial prompts
- Find blocks in the toolbox
- Build code in the workspace
- Run your game on a built-in simulator

<https://arcade.makecode.com/--skillmap>

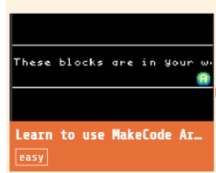
Lesson 1: Simple platformer

Key vocab: side scrolling, sprite, tile map

- Move by using “jump” and “run”
- Change background colour
- Create a simple platformer game

<https://arcade.makecode.com/--skillmap>

Learn to use MakeCode Arcade



Learn to Make a Platformer



22.02.21 – Computing - Week 7 Onwards - Learn to create a platformer Grid

22.02.21 - Computing - Week 7 Onwards - Learn to create a platformer flip PDF

<https://arcade.makecode.com/--skillmap>

Spring 2 – Computing: Learn to make a platformer 2021

<p>WEEK 1</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Tutorial: Learn to use MakeCode arcade</p> <p>Key Vocab: blocks, categories, project.</p> <ul style="list-style-type: none"> • Follow the tutorial prompts • Find blocks in the toolbox • Build code in the workspace • Run your game on a built-in simulator <p>https://arcade.makecode.com/--skillmap</p>	<p>WEEK 2</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 2: Camera and tiles</p> <p>Key Vocab: screen, coordinate</p> <ul style="list-style-type: none"> • Set your camera to follow your sprite • Set a starting position for your sprite • Add some danger to the game • Add a way to win or lose the game <p>https://arcade.makecode.com/--skillmap</p>	<p>WEEK 3</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 3: Simple platformer</p> <p>Key Vocab: side scrolling, sprite, tile map</p> <ul style="list-style-type: none"> • Move by using “jump” and “run” • Change background colour • Create a simple platformer game <p>https://arcade.makecode.com/--skillmap</p>
<p>WEEK 4</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 4: Multiple levels</p> <p>Key Vocab: levels, variables</p> <ul style="list-style-type: none"> • Create a starting level • Change the scene • Reach the trophy • Add another level <p>https://arcade.makecode.com/--skillmap</p>	<p>WEEK 5</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 5: Enemy AI</p> <p>Key Vocab: condition, action, array</p> <ul style="list-style-type: none"> • Spawn enemies from the game files • Condition your enemy to jump or turn • Create interactive the maze • Make a trap to shock or trap enemy <p>https://arcade.makecode.com/--skillmap</p>	<p>WEEK 6</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 6: _start() event</p> <p>Start a new project and by using the knowledge you have gained in previous lessons, make your own game.</p> <p>https://arcade.makecode.com/flip</p> <ul style="list-style-type: none"> • Name your project and create a game <p>If you are doing this from home you need to take a screenshot of your game and send it to your teacher.</p> <p>https://arcade.makecode.com/flip</p> <p>The do that by pressing the code under your game screen, saving the screenshot and emailing it to your teacher.</p> <p>If you're in school, your teacher will look at your game.</p>

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Art

WEEK 7 - WALT: explore Scherenschnitte style and form our own opinions.

Watch [video](#): Cindy Ferguson - artist case study for Scherenschnitte. Cindy produces her own YouTube videos to demonstrate her unique skill.

Task 1 – have you seen this form of Art before? Do you think it’s effective?

Scherenschnitte means ‘paper cuts’ and is the art of cutting paper.

Task 2 – research Wilhelm Gross.

Task 3 – take a look at the handout provided. How are they similar or different to one another and what might they represent?

Resources – see [PDF week 7 task 3](#)

Task 4 – using these handouts and your fact sheet links, create your own Scherenschnitte fact sheet that includes the following:

Resources – see [PDF week 7 task 4](#)

1. The country Scherenschnitte was established in.
2. Names of Scherenschnitte artists.
3. What year Scherenschnitte started in.
4. When first established, what were they used for?
5. Usually, what size should these art forms be?
6. What different cultures have these art forms be used in?
7. Your opinion on the art form. Do you think it's effective?

Cindy Ferguson Video:

<https://www.youtube.com/watch?v=7OWhRPWrrB0>

21.02.22 - Year 6 Art - Spring 2 - Scherenschnitte - Home learners – flip PDF

Scherenschnitte
German paper cutting

Definition of Scherenschnitte: the art of cutting paper into decorative designs

Note: If you are home learning, you will need to ask using scissors. If you don't have access to scissors, you might like to draw the outline of your design onto your chosen background. You will be able to make your design more realistic (optional)

21.02.22 - Year 6 - Spring 2 - Art - Scherenschnitte Grid

Year 6 Spring 2: Art - Scherenschnitte

<p>WEEK 1</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Tutorial: Learn to use MakeCode arcade</p> <p>Key Vocab: blocks, categories, project.</p> <ul style="list-style-type: none"> • Follow the tutorial prompts • Find blocks in the toolbox • Build code in the workspace • Run your game on a built-in simulator <p>https://arcade.makecode.com/--skillmap</p>	<p>WEEK 2</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 2: Camera and tiles</p> <p>Key Vocab: screen, coordinate</p> <ul style="list-style-type: none"> • Set your camera to follow your sprite • Set a starting position for your sprite • Add some danger to the game • Add a way to win or lose the game <p>https://arcade.makecode.com/--skillmap</p>	<p>WEEK 3</p> <p>MakeCode Unit: Learn to make a platformer</p> <p>Lesson 3: Simple platformer</p> <p>Key Vocab: side scrolling, sprite, tile map</p> <ul style="list-style-type: none"> • Move by using “jump” and “run” • Change background colour • Create a simple platformer game <p>https://arcade.makecode.com/--skillmap</p>
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