

Homework Expectations - Year 5: Level 2 and Level 3

Summer Term 2 (7 Weeks)

This homework (with clickable links and support options) can be found on our website:
www.chesswood.w-sussex.sch.uk Home > Learning > Home Learning > Homework
 The homework week runs from Friday to Thursday each week.

Name:			
Class:		Level:	

Complete homework for the level indicated above. Do you accept the challenge to level-up?
 If you experience any difficulties, speak to (or email) your class teacher.

Reading - Accelerated Reader	
Level 2	Weekly Time: Minimum 30 minutes reading x 5 times per week (or 2.5 hours total) Half Term Aim: Achieve 100% of your personal target Half Term Word Challenge: Jedi Master = 166,700 (target 1 million over year)
Level 3	Weekly Time: Minimum 30 minutes reading x 5 times per week (or 2.5 hours total) Half Term Aim: Achieve 100% by reading a wider range of genres - reading challenge Half Term Word Challenge: Jedi Grand Master = 333,400 (target 2 million over year)

Writing (Spelling)			
Level 2	Weekly Time: Minimum 30 minutes - use the spelling activities or the spelling games links Fortnightly Aim: Learn the class and statutory spellings for the correct weeks Fortnightly Challenge: Achieve 70%+ in the fortnightly spelling test Extension: make sure you can spell all these words: First 100 Next 200 Y1/Y2 Y3/Y4 Y5/6		
Level 3	Weekly Time: Minimum 30 minutes - use the spelling activities or the spelling games links Fortnightly Aim: Learn the class and statutory spellings – use them in context in your writing Fortnightly Challenge: Achieve 90%+ in the fortnightly spelling test Extension: write a story to include all the words in context		
Week 1 Group 15	Class	official, special, artificial, partial, confidential, essential, crucial, initial, financial, social	GAMES
	Statutory	ancient, bruise, foreign, leisure, available, vehicle, convenience, appreciate, accommodate, conscious	GAMES
Week 2-3 Group 16	Class	observant, observance, hesitant, hesitancy, tolerant, tolerance, innocent, innocence, obedient, obedience	GAMES
	Statutory	rhythm, relevant, shoulder, queue, sacrifice, signature, interrupt, necessary, pronunciation, restaurant	GAMES
Week 4-5 Group 1	Class	disagree, misbehave, incorrect, immature, imperfect, irregular, refresh, submarine, interact, supermarket, anticlockwise, autograph	GAMES
	Statutory	twelfth, variety, yacht, existence, marvellous, sufficient, secretary, sincere(ly), hindrance, embarrass	GAMES
Week 6-7 Group 2	Class	simply, serious, finally, gardener, sensation, beginning, basically, humorous, courageous, adoration	GAMES
	Statutory	symbol, system, through, determined, curiosity, amateur, programme, recommend, prejudice, privilege	GAMES

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Writing (Grammar & Punctuation) - IXL English		
Level 2	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the skills below Half Term Challenge: Jedi Master = Complete 19 skills (target 114 over year) Extension: Choose skills from your recommendations in your year group	
	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the tasks below Half Term Challenge: Jedi Grand Master = Complete 27 skills (target 161 over year) Extension: Complete activities from the developing writing grid	
M.4 Read about sports and hobbies		
N.2 Read about business and technology		
N.4 Read about history		
O.3 Organise information by main idea		
P.2 Choose the best concluding sentence		
R.4 Identify supporting details in literary texts		
U.1 Sort words by shared Greek or Latin roots		
U.2 Use Greek and Latin roots as clues to the meanings of words		
U.3 Use the meanings of words as clues to the meanings of Greek and Latin roots		
V.1 Form compound words		
BB.4 Determine the meaning of domain-specific words with pictures		
DD.5 Is it a complete sentence or a fragment?		
KK.11 Spell adjectives that compare		
KK.13 Use adverbs to compare		
C.1 Order alphabetically based on the first letter		
CC.2 Order alphabetically based on the first two letters		
CC.3 Order alphabetically based on the first three letters		
GG.1 Use action verbs		
GG.3 Identify main verbs and helping verbs		
JJ.2 Use the correct article: a, an or the		
QQ.4 Formatting and capitalising titles		
Maths (Mental Number Fluency)		
Level 2	Weekly Time: Minimum 30 minutes Half Term Aim: Answer as many TT Rock Stars 'Garage' questions as you can Autumn Term Challenge: Earn over 50,000 coins	
	Weekly Time: Minimum 30 minutes Half Term Aim: Answer as many TT Rock Stars 'Studio' questions as you can Autumn Term Challenge: Rock Legend = speed less than 2 seconds, accuracy above 90%	
Level 3	Weekly Time: Minimum 30 minutes Half Term Aim: Answer as many TT Rock Stars 'Studio' questions as you can Autumn Term Challenge: Rock Legend = speed less than 2 seconds, accuracy above 90%	
	Weekly Time: Minimum 30 minutes Half Term Aim: Answer as many TT Rock Stars 'Studio' questions as you can Autumn Term Challenge: Rock Legend = speed less than 2 seconds, accuracy above 90%	
Maths (Fluency and Mastery) - IXL Maths or Freckle		
Level 2	Please note – if you are involved in the Star Maths/Freckle trial, please complete these tasks rather than IXL Maths. 3 new tasks will appear in your Rucksack every Friday. Once completed, these tasks will no longer appear in your Rucksack. Please choose tasks from Adaptive Maths, Fact Practice or Focus Skills if you have completed all of the tasks in your Rucksack. If you are unsure whether this applies to you, please check with Mr Gilbert via ngilbert@chesswood.w-sussex.sch.uk	
	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the skills below Half Term Challenge: Jedi Master = Complete 27 skills (target 159 over year) Extension: Choose skills from your recommendations in your year group	
Level 3	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the tasks below Half Term Challenge: Jedi Grand Master = Complete 38 skills (target 226 over year) Extension: Complete activities from the developing maths grid	
	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the tasks below Half Term Challenge: Jedi Grand Master = Complete 38 skills (target 226 over year) Extension: Complete activities from the developing maths grid	
Q.2 What is true about the addition pattern?		
Q.4 Identify mistakes in number patterns		
R.5 Making change		
S.2 Compare temperatures above and below zero		
S.3 Calculate temperature differences		
S.4 Choose the appropriate metric unit of measure		
S.5 Compare and convert metric units of length		
S.6 Compare and convert metric units of mass		
S.7 Compare and convert metric units of volume		
S.8 Metric mixed units		
I.8 Comparison word problems with addition and subtraction		
I.9 Addition, subtraction, multiplication and division word problems		
DD.15 Compare decimals on number lines		
DD.16 Compare decimal numbers up to hundredths		
DD.17 Put decimal numbers in order I: up to hundredths		
DD.18 Put decimal numbers in order II: up to hundredths		
T.3 Convert time units		
X.3 Identify faces of three-dimensional figures		
Y.6 Perimeter: word problems		
Y.17 Find the area of complex figures		
Y.19 Area and perimeter: word problems		
CHOICE (Other Areas of the Curriculum)		
Learn 'Life Skills' and knowledge for other curriculum subjects this term - LINK		