

English

- Plan an adventure narrative to a far away island. Make sure your plan answers these questions:
 - who?
 - where?
 - where next?
 - why?
 - what goes wrong?
 - who/what helps?
 - where last?
- Write your adventure narrative. Try to include the following features:
 - descriptive vocabulary
 - build tension
 - a range of punctuation - () , ; :
 - dialogue

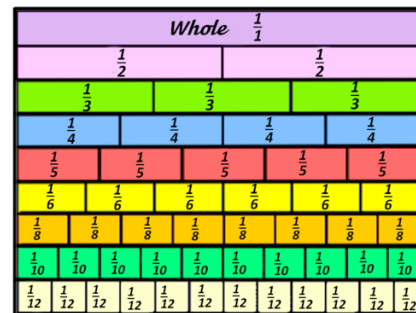


Grammar and Spelling

- Practise words ending -cial and -fial such as 'special' and 'partial'.
- Practise writing and punctuating dialogue accurately. Also try to use words other than 'said'.

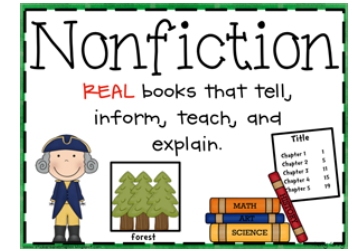
Maths

- Practise rounding decimal numbers. You could take the prices of different items around the house or on the internet, then round them to one decimal place or to the nearest whole number.
- Compare and order fractions, decimals and percentages—write your own or get someone to write them for you.
- Create your own fraction, decimal and percentages wall. You could draw it, use strips of paper or build it out of blocks.



Reading

- Read a non-fiction text/book. Whilst reading it, make a list of words that you do not know the meaning of. Then use a dictionary to find out their meaning.
- Write 5 retrieval questions that someone could answer using the text.
- Create a small presentation explaining and discussing what you have learnt from the text.



Creative - Darwin's Delights

- Find out the meaning of inheritance, adaptation and variation. This is a good video to help you: <https://www.bbc.co.uk/bitesize/topics/zvhhvcw/articles/zp9f4qt>
- Inherited characteristics are passed on from parents to their offspring, whilst acquired characteristics are learnt. Make a list of inherited and acquired characteristics for a human and another animal.
- Choose two wild animals that you find interesting. Research how they have adapted and evolved over the years. Why has it been important for them to evolve and adapt?

