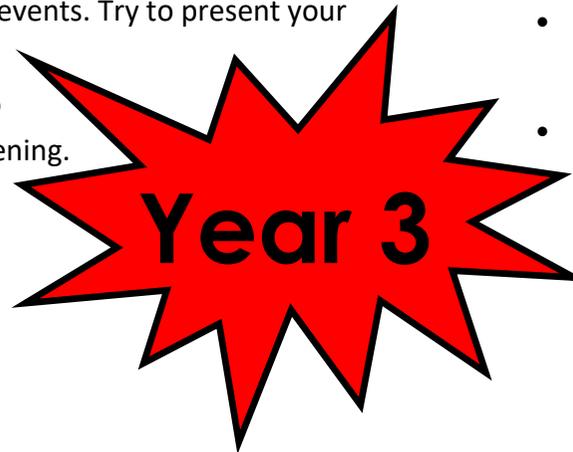


English

- Read or listen to Chapter 4 of *The Iron Man* by Ted Hughes on <https://www.youtube.com/watch?v=NAiU8Hm-4lw>
- Use evidence from the text to draw a picture of the space-bat-angel-dragon. Label your drawing with quotes from the text, for e.g. 'vast, indescribably terrible eyes'.
- Plan and write a newspaper report about the space-bat-angel-dragon's landing in Australia. Use a short, snappy headline to get your reader's attention. Then use information from the text to describe the terrifying events. Try to present your ideas in columns on the page or by using a newspaper template on Purple Mash. Remember to include a picture to show your reader what is happening.



Creative - Mighty Metals

- Make a simple spinner using cardboard discs with a cocktail stick or pencil pushed through the centre. Explore different materials to improve spinners and trial them on different surfaces. Does the surface affect how long they spin? Which material produced the best spinner?
- Research some of the tasks carried out by robots. What tasks do you think robots could do in the future? What jobs would you like a robot to do in your house?

Spelling & Reading

- Use the read, cover, write strategy to learn the words: actual, century, exercise, height, naughty, pressure and suppose.
- Practise these spelling by putting them into interesting sentences.
- Read aloud to an adult, putting on different voices for each character.
- After reading to an adult, ask them questions about what you have read.



Maths

- Look at a food receipt or online to see how much items of food are.
- Choose two different foods.
- Use the addition column method to then see what how much it is to buy both. Repeat this, to test yourself.
- What method do you think you would need to use to work out how much change you would have from £5?
- Write out some of your own money word problems to work out, then see whether your family members can work them out!



Remember to check Purple Mash for 2Do activities set by your teacher.