

## **Learning Project Summer Term Week 12**

#### Year 6

### **Weekly Maths Tasks**

- Revise and answer questions using the CGP Maths revision guide.
- Get your child to work on their reasoning and problem solving by practising past SATs questions that are broken down into topic areas and have videos linked to them that can be watched if **needed.** Click on this link.

https://primarysite-prod-sorted.s3.amazonaws.com/springcroft-

school/UploadedDocument/915522a464444cfa96a70bc9bdaee4 5d/ultimate-ks2-maths-sats-organiser-y6-daily-mini-videospuzzles-for-y5.pdf

Holiday maths. Work out the missing total in the logic puzzle below.

*			9.1
**			7.7
**	•	•	5.3
6.3		8.6	

Login to **Times Table Rock Stars** and complete your challenge:

https://play.ttrockstars.com/auth/school/student

## **Weekly Reading Tasks**

- Access ReadTheory to complete a variety of reading quizzes.
- Read the reading books from school at least three times to decode, develop fluency and discuss the story with an adult.
- Have a go at this reading comprehension below.

Name: George Washington Carver

Most Famous Invention: Peanut products

George Washington Carver was an African-American teacher, scientist and inventor. He became known as 'the peanut man' due to his inventions that used peanuts to create many useful objects and materials.



George was born into slavery in the early 1860s to an enslaved couple owned by Moses Carver. In 1865, slavery ended but Moses and his wife, Susan, decided to continue to look after and educate George and his brother in their home. George was interested in science and the arts. In 1896, George became a teacher at Tuskegee University where he taught for 47 years. During this time, he also worked on his inventions. He invented more than 300 products from peanuts, including plastics, paints, soap and wood stains. He even invented a plantbased petrol.

During the Victorian era, many African-Americans were sold as slaves. They Did You were not treated as equals and were often not allowed to receive an education.

- a) What did George Washington Carver become known as?
- b) Which two subjects was George interested in?
- c) How long did he teach at Tuskegee University for?
- d) How do you think George felt when he became a teacher? Explain your answer

## **Weekly Spelling Tasks**

Practise these spellings:

February, notice, straight, calendar, fruit, often, strength caught, grammar, opposite, suppose, centre, group, ordinary surprise.

Spelling Activities (we have done these in class)

- Spelling pyramids
- Write in different ways: Choose a spelling and write it out in different ways- different handwriting, different colours, a mix of capital letters and small letters!
- Scribble spellings
- Create a word frame
- Create your own wordsearch for a family member.
- Create your own crossword for a family. The clues could be the definition of each word.
- Handwriting practice
- Friday spelling quiz. How many do you know?

## **Weekly Writing Tasks**

- Revise and answer questions using the CGP G&P revision guide.
- Creative Writing Tasks:

## **Girl and Robot**

https://www.literacyshed.com/girlandrobot.html

Collect vocabulary to do with machinery, cranks, pipes, spanners, sprockets and bolts. You can then use this vocabulary in your written work.

What happens next? Can you write the next part of the story? The One for All

https://www.literacyshed.com/beans.html

Can you design, explain, and advertise a new 'bean can size' or bean invention?

An inventor lives here. Can you write a detailed character and setting description? Perhaps you can draw your own house for an inventor and label it.





## **Project Activities: Machines & Technology**

### **Activity 1:**

Research and write a biographical account of Walter Elias Disney, animator, and entrepreneur. Find the location of Disney theme parks around the world.

#### Activity 2:

Explore your home for machines, toys and other objects that use cams, gears, levers and pulleys. Take photos and create a montage of all the different mechanisms found.

#### **Activity 3:**

Research the history of Goose Fair, and create a PowerPoint presentation that includes information, timelines, pictures, film and sound clips.

#### Activity 4:

Have a go at being an inventor and design your own useful machine. See below for template.

#### **Activity 5:**

Design your own Rube Goldberg Machine! See below for instructions. Check out this video for some inspiration. <a href="https://www.youtube.com/watch?v=iemItSAT9Ew">https://www.youtube.com/watch?v=iemItSAT9Ew</a>





## **Challenge Activities**

### **Purple Mash:**

Daily maths, writing and reading activities

https://www.purplemash.com/#tab/pm-home/weekly activities

#### **Classroom Secrets:**

These learning packs are split into different year groups and include activities that link to reading, writing, maths and practical ideas you can do around the home.

www.classroomsecrets.co.uk/free-home-learning-packs/

#### Twinkl:

Sign up using your own email address and password. Use the offer code: UKTWINKLEHELPS and it will allow you to access a variety of resources for your child/children.

https://www.twinkl.co.uk/home-learning-hub

PE Activities	Charlotte's Art Challenge
<ul> <li>Take part in the Joe Wicks' morning challenge 9:00-9:30am on You Tube.</li> <li>See the school website for PE activities for the week.</li> </ul>	This is the same challenge as last week – PLEASE give it a go, it's such a great idea!  Please see the attached sheet, 'Signposts to a New Normal'. We challenge you to this special city-wide challenge!  Can you design a message of hope, a vision for the future, that can be displayed on the streets of Nottingham?  If you can't print off the frame, send us a photograph of your design and we will add the border and scan this in for you.  Please have a go at this – it is such a lovely challenge!

#### Other important activities

**Talking to each other**- is one of the most important things to do at this time. Ask your family how they are feeling during this time? Are they feeling happy/anxious/worried to be at home? Then explain that it is ok to have these feeling as this is new to all of us! By talking to one another and naming the emotions we are feeling you will help your family to cope and deal with their emotions, and aim to reduce any tensions. Conversation is also a very important skill that children need to learn.

Gardening	Building	Craft/ Creative	Cooking/helping prep meals
Watching films	Playing outside	Going for a walk with your family	Quiet reading time



### **Activity 5: Instructions**

#### Step 1 – Think of a function

Whether it's turning on a song on a laptop, or covering a band in paint, a Rube-Goldberg Machine ends by serving a function. Think about what you want your machine to do.

- Ring a Bell
- Pop a Balloon
- Open a Door
- Shut a window
- Put out a candle

Once you have a problem sorted out (and don't worry – you can change this later if you want), gather supplies...

## Step 2 – Gather supplies

Making sure that you are following the ground rules that you have agreed with others in your house as well as the safety suggestions on the website. Begin looking for items you might be able to include in your Rube Goldberg Machine.

Once you have your items see if you can categorise them. What categories might you put them in? The following examples may be useful?

- Items that roll
- Items that move
- Items that are flat/curved
- Items that are made of... (wood/metal/plastic)
- Items that are heavy/light



Why do you think these are useful categories? Can you think of any other categories that might be useful? For an extra challenge look up what a Venn diagram is and see if you can put your items into a Venn diagram.

## Step 3 – Plan your sections

- Experiment with the different items you have how can you use them to create ramps, rotating pieces, weights and so on?
- Think about gravity? Will it be best to start your Rube Goldberg Machine on the floor or higher up?
- How many different types of element can you include the most inventive and interesting Rube Goldberg Machines will include a range of different types.

#### Step 4 - Create a sketch

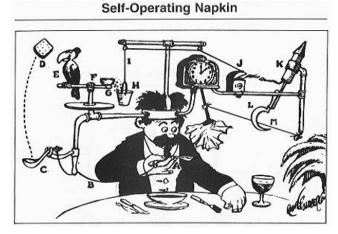
• Try sketching out what you imagine your finished Rube Goldberg Machine will look like. Don't worry if things change along the way. Rube Goldberg Machines are all about trial and error and it will be interesting comparing your sketch now with your finished product.



- Start small and manage your expectations!
- Remember, every time you test your Rube Goldberg Machine you haveto set the whole thing up again it is very unlikely that your machine will work first time. Part of this project is about learning to be patient, manage that frustration and persevere with a growth mindset!
- Keep tweaking your design. You may decide certain sections don't work. That's fine, you can always change them later.

## Step 6 - Record your results

You can do this however you like – perhaps a video, or a sketch of your completed Rube Goldberg Machine? Maybe you would like to write an explanation text detailing how each section of the machine works with labelled diagrams? Be creative and do feel free to share your results with us!



Activity 4 - Template



