Year 5 Home Learning Environment

Marvellous Maps and Living Things and their Habitat

Complete a minimum of one task from different areas of the curriculum and record in your home learning book. How you research your findings is entirely up to you. You can use computers, books, observation, questioning or experimenting; draw, paint, write or build. The only requests are that the work be carefully and attractively presented and that you do not copy out screens from books or the internet.

You must also practise your spellings and multiplications, read (remember to record it in your book).

There may also be a small amount of maths or English to complete. We will normally share home learning each Friday.

You have completed your home learning and made some effort. I would like to see more consideration over the content and /or presentation of your learning.

2 Dojos

This is good home learning; you've clearly put some thought into it and put a sensible amount of time into your

3 Dojos

Very impressive learning! You must have put lots of thought and effort into this learning and it's clear that you enjoyed doing this.

Maths

The sheet you have been given must be

LI: to know the multiplication facts to 12.

Keep practising multiplication and division tables. It is very important that you can recall all of them. Don't forget to go on Time Table Rock Stars! To practise your half termly KIRFS

English

completed.

Spelling Practise and reading.

LI: to be able to use expanded noun and adverbial phrases.

Use your senses to describe a favourite place. It could be somewhere you have travelled to or your room or place.

LI: to be able to use inverted commas and other punctuation for dialogue /speech.

Write a dialogue between you and your parent/carer from getting up in the morning to leaving for school. Remember to use inverted commas. punctuation and interesting verbs instead of 'said'. Use a new line for each new

speaker.

Science

Life Cycles

LI: To be able to explain the life cycle of an animal of your choice.

Choose an animal to research and find out about its life cycle. Think about how many stages of life that it has. Draw and describe each stage.



To explore how seeds grow.

Plan your own experiment involving seeds.

You might like to explore the conditions in which seeds grow (light dark etc). You could plant

different seeds and see which shoot the quickest or have a family competition of who can grow the largest sunflower.

Design Technology

Make sure you have adult assistence for using sharp or hot equipment.

To be able to design and make a model using cams, levers or pulleys.

Junk modelling.

Recycle junk by making a model or toy of your choice. Make sure you have at least one cam, lever or pulley.

To be able to write instructions for your own recipe.

Design anf make a healthy topping for a pizza. Write the recipe in your home learning book.

(If you don't like pizza, choose something else.)

To be able to follow instructions.

Choose a recipe of your choice and make at home. Be sure to tell us how it turned out.

Geography	LI: To be able to use grid references and a simple key to show where features are located.												
	Design an is	sland you'd	like to live	on. Think at	oout what f	eatures it v	vould have,	then create	e a simple k	ey using			
	grid references to show where each feature is located.												
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	Features					Co-ordinates							
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