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| **Year 6 Home Learning – WB 1st June 2020** | |
| Maths | Focus:   * Lesson 1 – Fractions to percentages * Lesson 2 – Equivalent FDP * Lesson 3 – Order FDP * Lesson 4 – Percentage of an amount * Lesson 5 – Friday Maths Challenge   Videos are available online (Week 6) to introduce each task: [www.whiterosemaths.com/homelearning/year-6/](http://www.whiterosemaths.com/homelearning/year-6/)  Please watch each video before you complete the task. You may need to watch the video more than once if you don’t understand.  The answers are available on the Year 6 page so you can mark and edit your work.  Friday ‘**Family**’ Challenge  **The most suitable questions for Year 6 are 1 to 6**. But why don’t you work with your family on the rest of the problems. Do as many as you can! Help each other out. There are some downloadable certificates so that you can reward yourself for your efforts!  Times Table Grids   * Complete one grid each day and record your speed. Try and beat your time each day.   **OR**   * 15 minutes daily practice on ‘TT Rockstars’.   **Maths Project: Design a Theme Park**  Lesson 1  This project will be completed over the course of six weeks. It is based all around deigning a theme park with a budget of £5 million! |
| English  Science | Spelling: **Synonyms and Antonyms**  PPT-Work through the PowerPoint and complete the tasks.   * Complete the activity sheet – Using synonyms for said. * Learn the spelling list which is on the Look, Say, Cover, Write Check worksheet – remember to ask an adult to test you!   SPAG: Synonyms and Antonyms   * PowerPoint * Complete the activities on the PowerPoint in your exercise book.   Reading/Geography   * The biomes of North America   Writing/Science (See the science explanation sheet)   * Research task – **Why do we need to drink water?** |
| PE | **Fitness and Wellbeing Bingo**  Try and do as many of the activities on the bingo page as possible. If you do a few each day, you might be able to complete the whole bingo page in a week. Maybe you can initial each box after you’ve completed the activity. |
| History | **Glossary**  Using the WW2 glossary, make up a game or quiz where you can learn the definitions whilst you play! |
| Computing | **What makes a good computer game?**  <https://www.bbc.co.uk/bitesize/articles/z6n7xyc>  Follow the link to complete the lesson on BBC Bitesize. |