Year 5 Home Learning

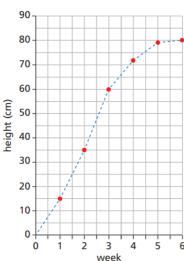
Date Wednesday 20th May

Warm up

L.O: Read and interpret line graphs.

Flashback 4 Year 5 | Week 5 | Day 5

- 1) What is $1 \frac{3}{8}$?
- 2) Which is the smaller fraction, $\frac{2}{5}$ or $\frac{2}{7}$?
- 3) Multiply 108 by 12
- 4) Subtract 405 from 1000
- The graph shows the height of a sunflower on the first day of each week for 6 weeks.



- a) What is the height of the sunflower at the start of week 3?
- **b)** What is the height of the sunflower at the start of week 2?
- c) Eva thinks the height of the sunflower at the start of week 4 is 75 cm. Explain why Eva is wrong.

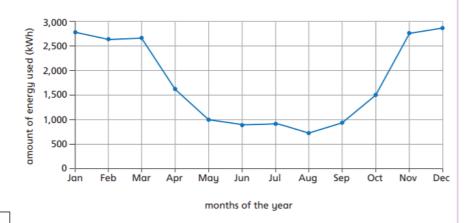
A line graph is used to display information which changes over time. It is plotted on a graph as a series of points joined with straight lines.

The ability to read a line graph shows that we can assess a piece of data at a specific time. For example, height of a sunflower on Tuesday.

To interpret a line graph we must understand what the data is suggesting has changed over the time. For example, how much bigger is the sun flower on Tuesday than Sunday.

Energy is measured in kWh (kilowatt hours).

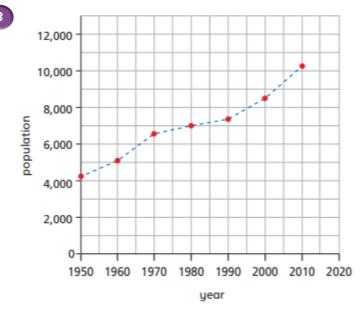
This graph shows the amount of energy being used at different times of the year in one household.



Describe three things that you know from looking at the graph.

Describe three things that you could find out from the graph.

The graph shows the population of a town at the end of each decade from 1950 to 2000



- a) What was the population at the end of 1980?
- b) What was the population at the end of 2000?
- c) Can you accurately tell the population in 1991? Why?

- d) Which decade had the least population increase? _____
- e) Predict the population at the end of 2020
 Compare answers with a partner.

English

To plan a play based on Shakespeare's Macbeth.

After all your hard work on Macbeth, we are going to spend the rest of this week writing a play of our own.

You can write any type of play, the choice is yours! A bit like when we do Free Write Friday at school, the important thing is that you enjoy writing it and try to be creative.

Today I just want you to **plan** your play. You could do this as notes, bullet points, boxes, a mind map, a story board...

I have put some ideas on the next slide.

You could re-write the story of Macbeth that you have learnt about. You could write the story as a playscript, deciding what the stage directions should say.

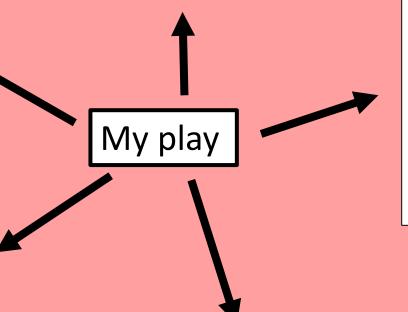
You could write the story using modern language, rather than old Shakespearean language.

You could plan a modern day version of Macbeth. You could give the characters modern day names, jobs and storylines.

Change the events in the original story to modern day versions, for example: writing a letter = sending a text, castle = mansion, banquet = fancy restaurant, witches = reading a horoscope.

This is a trickier option, but could be lots of fun if you fancy the challenge!

You could use a story that you know well, like a favourite childhood story or a book you have read. Plan how this would look as a play, including acts, scenes and stage directions. This is an easier option.



You could think of a story about absolutely anything! Be creative!

Design a character and decide what happens to them. Are they going to go on an adventure? Is something scary going to happen? Will it work out in the end?

You could include action, time travel, space, fantasy lands, animals...
When you have the idea, plan how to write it as a playscript with acts, scenes, stage directions etc.

This is an easier option.

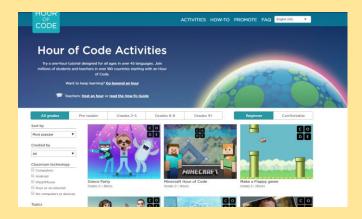
You could plan a 'what happens next' following on from the original story of Macbeth. Do the witches return? What happens to Donalbain or Banquo's son? Do they all live happily ever after or do the witches make more predictions? Will King Malcolm reign happily? What about Macduff? This is a trickier option, but could be lots of fun if you fancy the challenge!

Other/Extra: Coding

In computing we recently revisited coding.

Have a go at some coding using the hour of code website. You can use it to play and create games, make music or short animations.

https://hourofcode.com/uk/learn



Take a look at the vocabulary list on the right hand side. While you explore the website can you use any of these pieces of vocabulary to explain what you are doing?

Vocab List

abstraction

A simplified representation of something more complex.

algorithm

A list of steps to finish a task.

bit

A bit is the single unit of information in a computer.

bug

An error in a program that prevents the program from running as expected.

command

An instruction for the computer. Many commands put together make up algorithms and computer programs.

event

An action that causes something to happen.

input

A way to give information to a computer.

variable

A placeholder for a piece of information that can change.