

Wednesday 5th February



Is it your day  
for TTRS?

Use inverted commas to complete the replies to these statements.

a)



My favourite ice  
cream flavour is  
strawberry.

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b)



I don't like  
going to bed.

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# Maths Reasoning 2

1. Read your question carefully.
2. Find the numbers in the question, circle them.
3. Calculate what the question is asking you to do.
4. Answer the question.

If you have finished:  
Read through each of your questions and check that you have answered them carefully. Have you used the correct method?

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Pixl spellings



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# GPS Paper

1. Read the instructions for each question carefully – this will show you what type of answer is required.
2. Write your answer in the space provided. If you are not sure what to do, ask the adult you are working with.

Wednesday 5th February

TBAT: create a program in a text-based language.

[Turtle Academy - Lessons](#)

## Vocabulary

Program - is nothing but a set of instructions that are used to execute particular tasks to get particular results.

Turtle — an arrow or turtle image on screen that draws a line as it is programmed

Commands - is a directive to a computer program to perform a specific task.

Code snippet — this could be the same as a program; it can have several sets of commands in one program.

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TBAT: create a program in a text-based language.

What command would I use if I wanted to:

Create an L shape?

Pick the pen up and put it down?

What command would we use to create a rectangle?

Debug my code

This is my code to draw a 7 in Logo. It isn't working.

What is wrong with it?

**With a partner**, find the errors and write the correct code on your whiteboard.

```
FWD 100
```

```
RT90
```

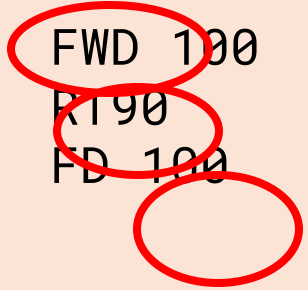
```
FD 100
```

Start here



Debug my code – Answer

```
FWD 100  
RT 90  
FD 100
```



Start here

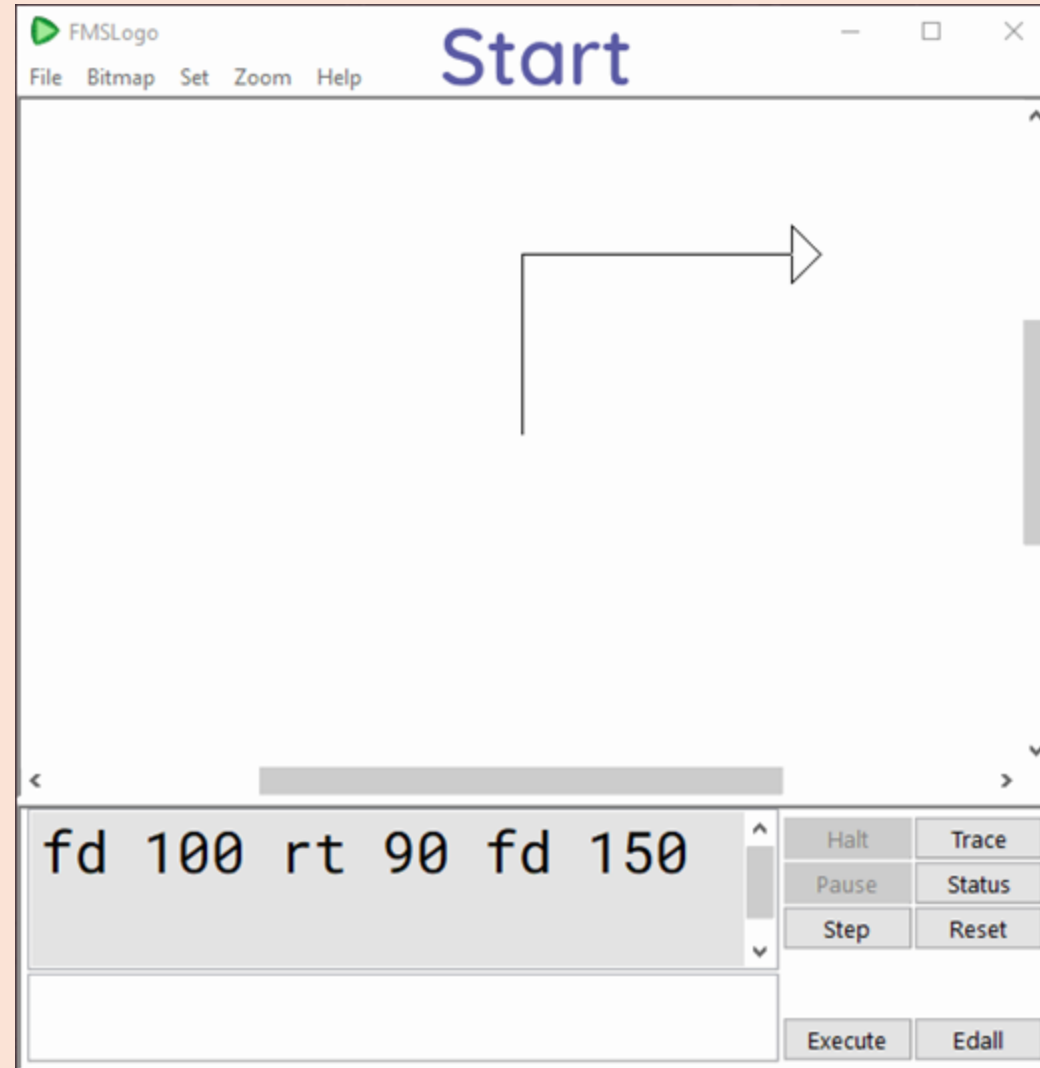


Correct code:

```
FD 100  
RT 90  
FD 200
```



## Using the home command



What is an algorithm?

Where have you heard the word 'algorithm'? Can you remember what it means?

An algorithm is  
an ordered set of precise instructions

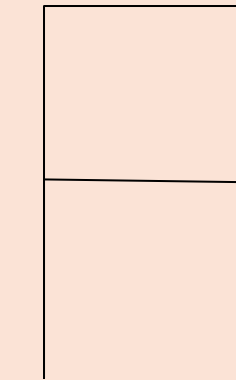
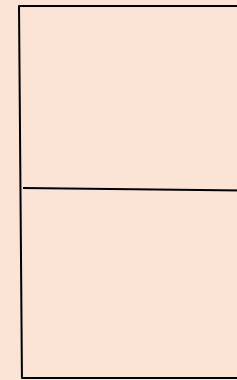
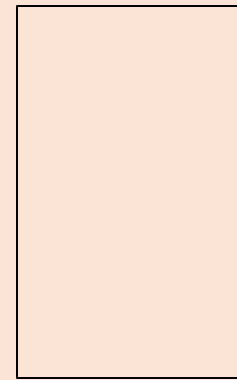
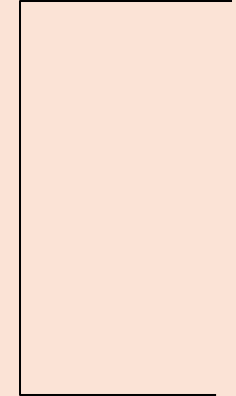
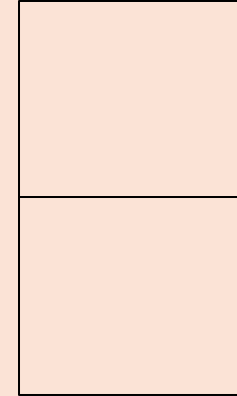
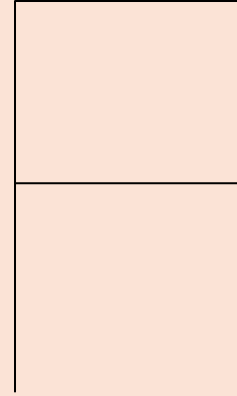
## Drawing initials

### Independent Task

You are going to create a plan to draw a letter, which you will later program in Logo.

First, choose the initial that you are going to draw.

Some ideas are to the right of the screen. Think about the programming you will need to use.

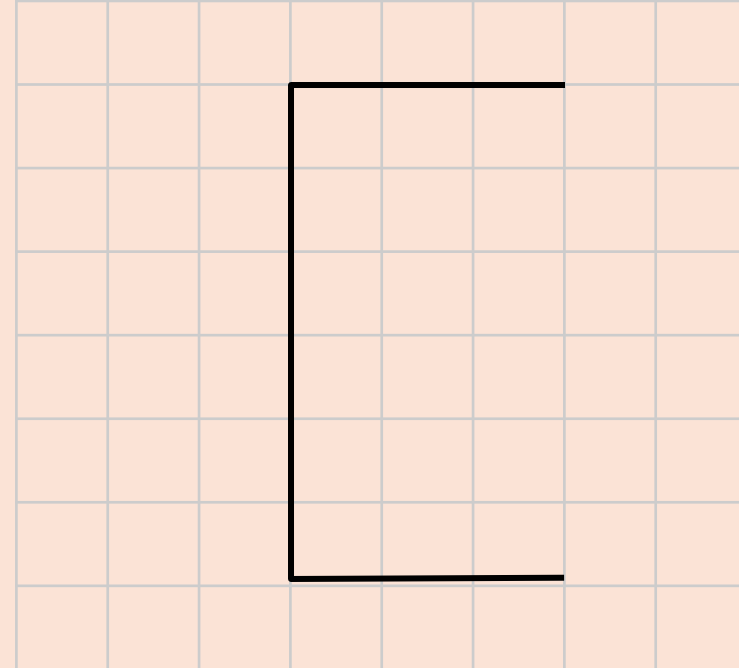


## Drawing initials

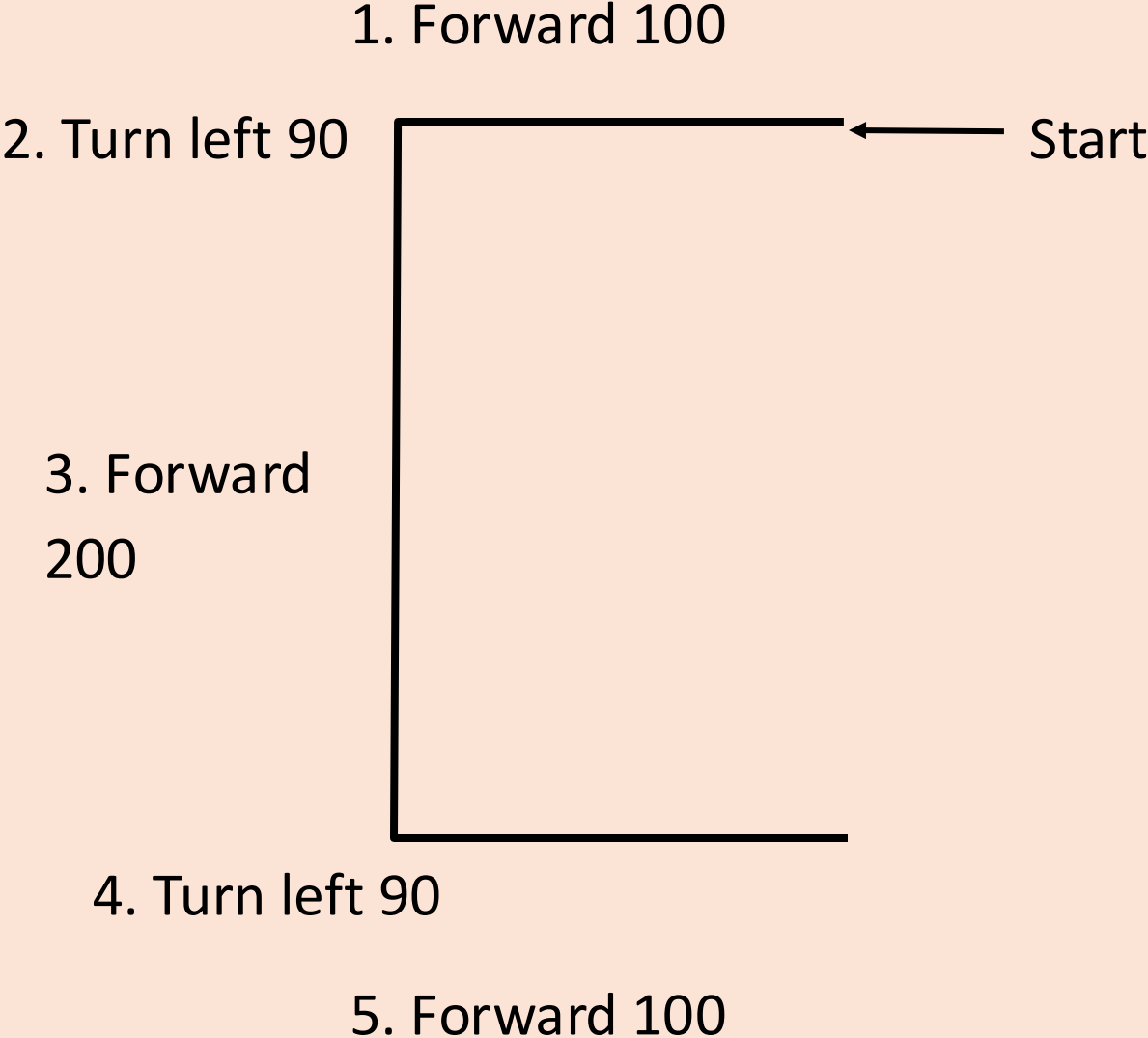
Draw your initial on your whiteboard.

Remember to:

- Keep it as simple as possible
- Only use 90° turns
- Annotate your drawing using the commands you will need on your chromebook.



Example:



Using your algorithms to create code

### Algorithm

1. Forward 100
  2. Turn left 90
  3. Forward 200
  4. Turn left 90
  5. Forward 100
- 
- The diagram illustrates the algorithm's path. It begins at a point labeled 'Start' with an arrow pointing left. The path then moves right (Step 1), turns left 90 degrees (Step 2), moves down (Step 3), turns left 90 degrees (Step 4), and moves right (Step 5).

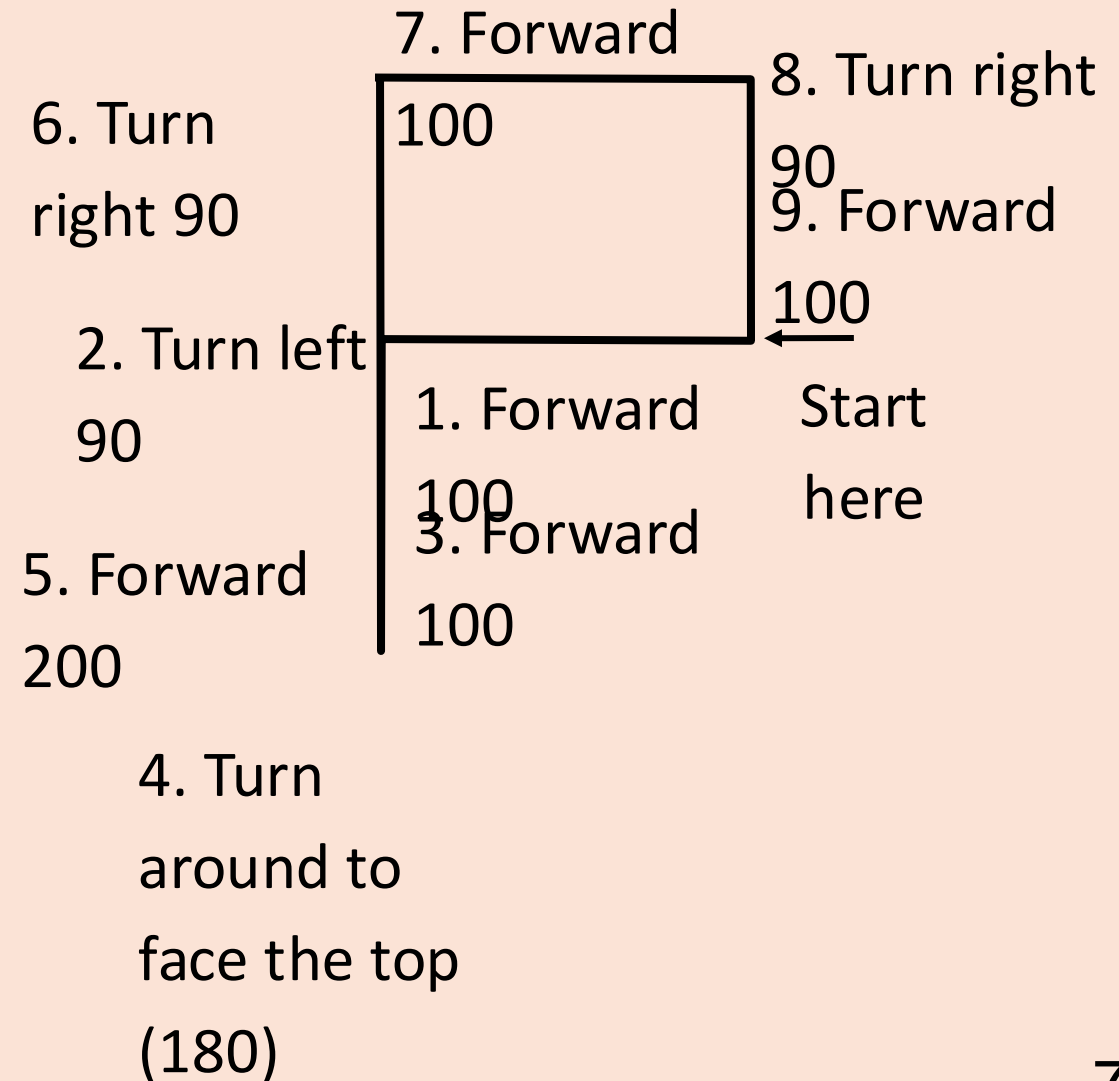
### Code

```
FD 100  
LT 90  
FD 200  
LT 90  
FD 100
```

## Drawing letters

### Challenge

Here is my algorithm for the letter P.  
Is this an effective algorithm? How  
could it be better? Explain your  
answer.



## Learning Objective

**To develop catching and learn the rules of the skill within this game.**

### Success Criteria

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- Use two hands to catch the ball.
- Watch the ball as it comes towards you.

### Whole Child Objectives

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**Social: To support and congratulate others.**

**Emotional: To take risks when playing.**

**Thinking: To make decisions about which technique to select.**



# Equipment



**BENCHES**  
*x 4*



**CONES**  
*x 30*



**DODGEBALL**  
*x 15*



**STRETCHES FOR GAMES**  
*Document*

Open

10

Mins

# Warm Up and Introduction

Jump, dodge, duck:

Q: What skills do dodgeball players need to avoid getting out? *Awareness, speed, agility, balance by jumping, dodging and ducking.*

Pupils jog around the space and respond to the following commands. Once pupils complete each action, they continue to jog around the space:

- jump: jump up high  
Bend your knees to take off and land.
- dodge: dodge using a change of direction  
Get low, push off your outside foot to travel in the other direction.
- duck: duck down to the floor  
Drop to the floor quickly.

## Catching caterpillar:

**A** In groups of four with one ball and four cones. Pupils create two gates with the cones and stand opposite each other. Pupils throw to their teammate opposite who moves through the gate to catch it then runs to join the back of the queue opposite.

Begin in a ready position. Track the ball and move your feet to get in line with it. Catch with two hands and wide fingers. Cushion the ball by bringing it into your body.

Make this easier by allowing one bounce before the catch. Make this harder by asking the throwers to throw quicker.



**B** Repeat the activity, this time, pupils vary throwing hard and soft and at different heights. Q: Which type of throw was easier to catch? *The high, softer (weaker) passes are easier to catch as they are travelling slower.*

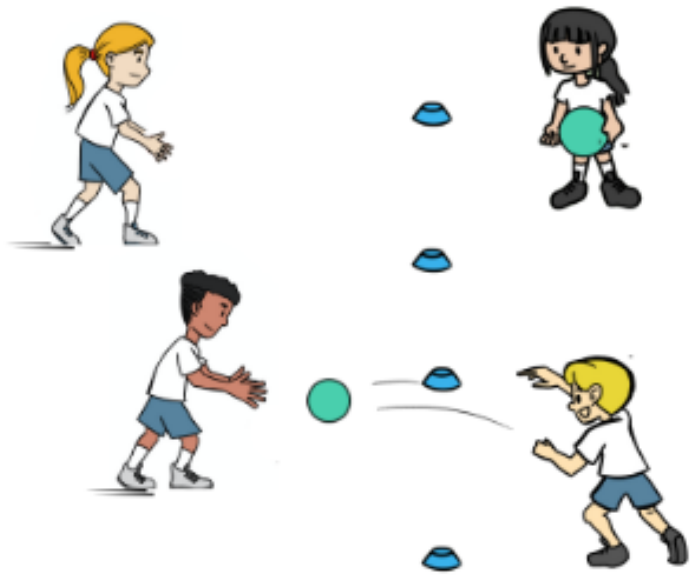
**C** Using the same set up, this time, pupils try to throw to hit their teammate opposite. The target player can only move between the gate and attempts to catch the ball.

## Catch dodgeball:

In groups of four with two balls and four cones. Pupils play 2v2. Teams score one point for a hit and two points for a catch. There are no outs.

Q: How will you throw accurately at your target? *Point throwing hand at the target after release. Throw slightly ahead of the moving target.*

Catch the weaker, higher balls and dodge the harder passes. Watch and track the ball to catch. Pull the ball into your chest to cushion it and catch securely.



## On the bench:

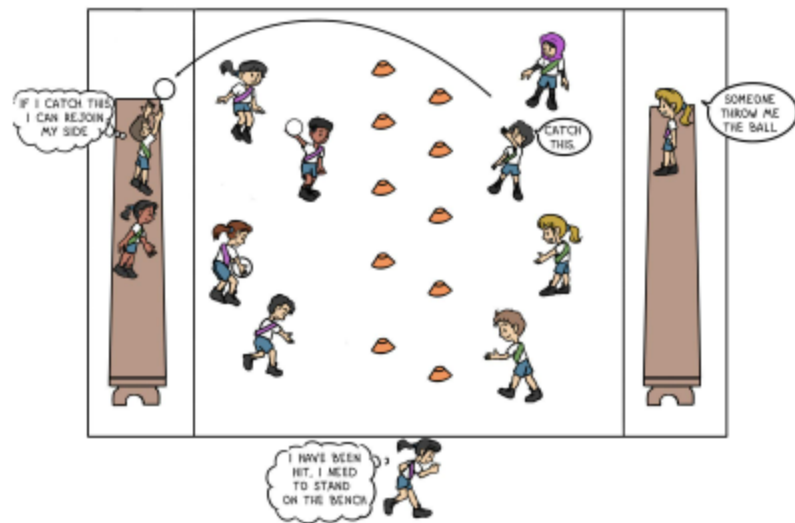
**A** In their groups of four pupils, number themselves 1-4 this will create four teams (all number ones together, all number twos together etc). Have two games going on. Place a bench in both end zones of each court.

Play with normal dodgeball rules, except in this version of the game, if a player gets hit, they stand on the bench on the opposing side. To re-enter the game, they must catch a ball thrown to them by a teammate. The winning team is the first team to get all of the opposition on the bench.

Watch the balls as they are thrown to you and use wide fingers to catch.

Call your teammate's name when you want to throw to them. Think about when you should throw to a teammate and when you should try to throw to get someone out.

Make this easier for a team by placing their bench closer to the court so that they have less distance to throw.



**B** Discuss the successful play that was shown e.g. playing to the rules, good decision making of when to throw for a hit or catch, to catch or to dodge etc. Highlight and praise examples of this. Swap teams and play the game again.