### Wednesday 2nd April

Each sentence below has one word which is spelt incorrectly. Circle the incorrect word and write the correct spelling in the box.

- 1. Did I menshun that the winner would receive a prize?
- 2. Achelly, I think you'll find that I was right all along.
- 3. Amazingly, this coin was buried over a senturie ago!
- 4. Althow I like eating peas, I don't enjoy eating pea soup.
- 5. Gisela's dress was made from a very shiny mateeriel.
- 6. "That's enuff!" exclaimed the unsuccessful dog trainer.
- 7. My stepsister has a real inturest in model trains.
- 8. When the rollercoaster lurched forwerds, we all screamed.





# Is it your day for TTRS?

## YOUNGS

When you hear the word, think hard about when that word has been covered.

Which spelling rule does it contain?





## Counting stick: x8





<u>3 in 3</u>

- 1. 3.41 X 10 =
- 2.347 X 4 =
- 3. 1256 + 2791 + 125 =

Ch - Dan has 420 bricks in a box, he makes a model with 2/7 of them. What fraction is left in the box?



## **Swimming Spot the Difference**

Muniner 1

7149



150

During their swimming lesson, the children in Class 4 challenged themselves to see how many lengths they could swim without stopping.



twinkl.com

## **Sponsored Swim**

34

Munitivity

16 7149

and the



150



twinkl.com



YUTES

Hamber

16."

. 150

## **Sponsored Swim Line Graph**

24

HAR IN

20



110

Aneesha asked the swimming teacher to time how long it took her to complete her individual sponsored swim.

			What to
	Distance Swum in	Time in Minutes	of graph do w
	Metres	and Seconds	inink App
	50	00:50	should draws
J-A	100	01:50	
	150	02:50	
	200	04:10	
	250	05:40	
	300	07:40	
	350	10:00	

20



- 150

## Sponsored Swim Line Graph

16."

34

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16 7149

YUTES

Hamber

11

Approximately how many metres had I swum Ms JoAppp ()) when the same state of the second provided of the second of



20

graphs.

Independent



### Challenge



### Mastery



Find 3 ways you could improve the chart.

### <u>Mastery with greater depth</u>

 Some data is missing from both the table and the bar chart. Look at both of them carefully to help you complete them both.

Number of Lengths	Girls	Boys
1-4	8	6
5-8	16	
9-12	20	
13-16		
17-20	5	7
21+	2	



### <u>Wednesday 2nd April</u> <u>T.B.A.T. Organise information into paragraphs.</u>

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Talk partners:

## What makes a **good** fact file? What should we be including?

### <u>Wednesday 2nd April</u> <u>T.B.A.T. Organise information into paragraphs.</u>

Example

## Wednesday 2nd April

- Task: Make a game based on the same idea as the Bat catching game.
- Your sprites should disappear and play a sound when clicked on, and then reappear.

Activity 1

#### Planning a game based on Bat catching — artwork

Look at the sprites and backgrounds available in Scratch.

- What could your project look like?
- How could you use sprites?
- How could you use backdrops for the stage?



#### Activity 1

#### Planning — what will the algorithm look like?

- How do you want your game to start?
- How do you want the sprites to move?
- What else could the sprites do?
- How will their actions be repeated?



#### Design your game

- 1. Choose your sprites and background.
- 2. Plan an algorithm for one sprite.
- 3. Decide whether the algorithm will be the same or different for the other sprites.

Use your whiteboard to plan your game.

#### Game design example:

Sprite name	Sprite 1: Bat 1	
How will the sprite move?	Randomly	
Will there be any sounds?	Owl sound when clicked	
Type of repetition used (✔)	√Infinite (forever) □Count-controlled	
Write the algorithm for the sprite	<ul> <li>Repeatedly</li> <li>Make it invisible</li> <li>Move somewhere random on the screen and wait for 1 second</li> <li>Make it visible and wait for 1 second</li> </ul>	
Which backdrops will you use?	Spooky forest	
How will the game end?	When all the bats have been caught	

Activity 1

1

## Plan an algorithm for your game

Some of these terms might help you.

Rotate degrees clockwise	Start playing the sound	and wait for <u>seconds</u>
Rotate degrees anti-clockwise	When you start the program	Do this times
Go to a random place on the screen	Make it invisible Make it visible	Repeatedly