

1) A book cost £7.50. A pencil cost £0.89.

A) How much would it cost for 1 book and two pencils?

B) How much change would you get from £10.00?

2) A cake was cut into 10 slices. 3 slices were eaten at 2pm and a further 2 at 4pm. How many slices are left? Write the amount as a fraction, decimal and percentage.

3) How many days in total are in the months September, October and December?

4) A bag of flour weighs 1kg. A cake mix needs 345g. How much flour is needed for 2 cakes? Write your answer in g and kg.

5) There were 17 pencils in a box. If I had 6 boxes, how many pencils are there in total?

A box costs the school £3.49, how much do 6 boxes cost?

Maths Warm Up

1. $4^3 - 3^2 =$

2. Write $27/100$ as a decimal

3. Round 167 to the nearest 10 and nearest 100.

4. Convert 0.75Kg into grams

5. A rectangle measures 2cm x 6cm. What is its perimeter?

Maths Paper 3

9:20-10:00



Monday 22nd June

TBAT: use comparative conjunctions to link sentences.

3 in 3

1. Write a sentence with a capital letter and full stop

2. Circle the verb in this sentence:

The creature moved slowly.

3. Add a comma to this sentence: "In the morning the man packed his bag."

TBAT: use comparative conjunctions to link sentences.



Why do you think the man is leaving the dark city?

What clues in the picture show that life there might be difficult?

Why might he feel hopeful about the new city?

How are the two places different?

TBAT: use comparative conjunctions to link sentences.

What is the purpose of the conjunctions below?

whereas

Although

However

on the other hand

shows contrast introduces a contrasting idea shows something surprising shows the opposite viewpoint

Try using the conjunctions in a sentence.

TBAT: use comparative conjunctions to link sentences.

*The dark city looks cramped and polluted, **whereas** the new city looks bright and open.*

***Although** the man looks nervous, he also seems hopeful about starting a new life.*

*The old city is full of smoke and shadows; **however**, the new city feels clean and welcoming.*

*The dark city feels dangerous; **on the other hand**, the new city feels safe and peaceful.*

shows contrast introduces a contrasting idea shows something surprising shows the opposite viewpoint

What do you notice about the punctuation?

TBAT: use comparative conjunctions to link sentences.



Talk partners:

Each sentence uses the wrong conjunction. Replace it with the correct one.

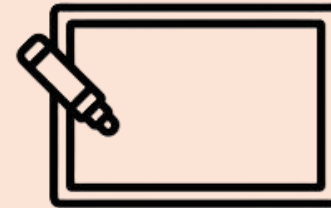
*The new city is bright, **because** the old city is dark.*

*The man is scared; **and**, he keeps walking.*

*The old city is dangerous, **so** the new city feels safe.*

whereas although however

TBAT: use comparative conjunctions to link sentences.



Whiteboards- Complete the sentences:

*The dark city looks frightening, **whereas** ...*

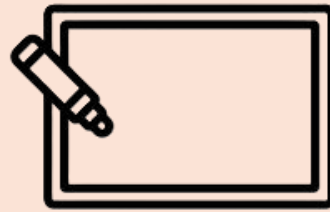
Although the man is leaving everything behind, ...

*The new city looks bright; **however**, ...*

*The old city seems unfriendly; **on the other hand**, ...*

dark, smoky, cramped, lonely, bright, hopeful, clean, busy, peaceful

TBAT: use comparative conjunctions to link sentences.

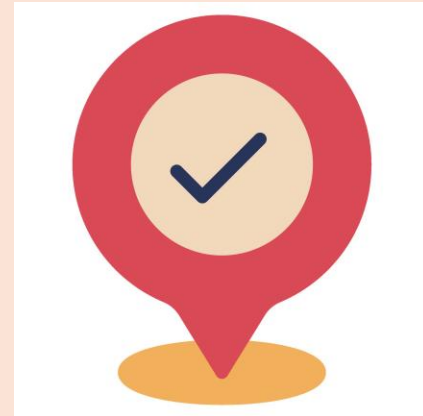


Knowledge checkpoint:

Which conjunction fits best?

The new city looks bright, _____ the old city looks gloomy.

- A. although
- B. because
- C. whereas
- D. so



TBAT: use comparative conjunctions to link sentences.

Write a paragraph comparing the dark city the man is leaving with the bright city he is travelling to.

You must use at least **three** comparative conjunctions:

- **whereas**
- **although**
- **however**
- **on the other hand**

Model:

*The dark city is full of smoke and tall, cramped buildings, **whereas** the new city looks bright and open. The man seems sad to leave his home, **although** he knows he must find a safer place. The old city feels cold and unfriendly; **on the other hand**, the new city seems warm and welcoming.*

Learning Objective

To develop throwing with greater control and technique.

Success Criteria

- Begin your throw in a balanced stance.
 - Point the javelin tip slightly up.
- Transfer your weight from your back to your front leg.

Whole Child Objectives

Social: To work with my group to ensure that we are ready for the activity.

Emotional: To work to my personal best.

Thinking: To explore using a run up in the javelin throw and identify the effect this has on the distance I achieve.

What is puberty?

What does puberty mean? Write down your own ideas.
Now talk to your partner. Share your ideas with the class.



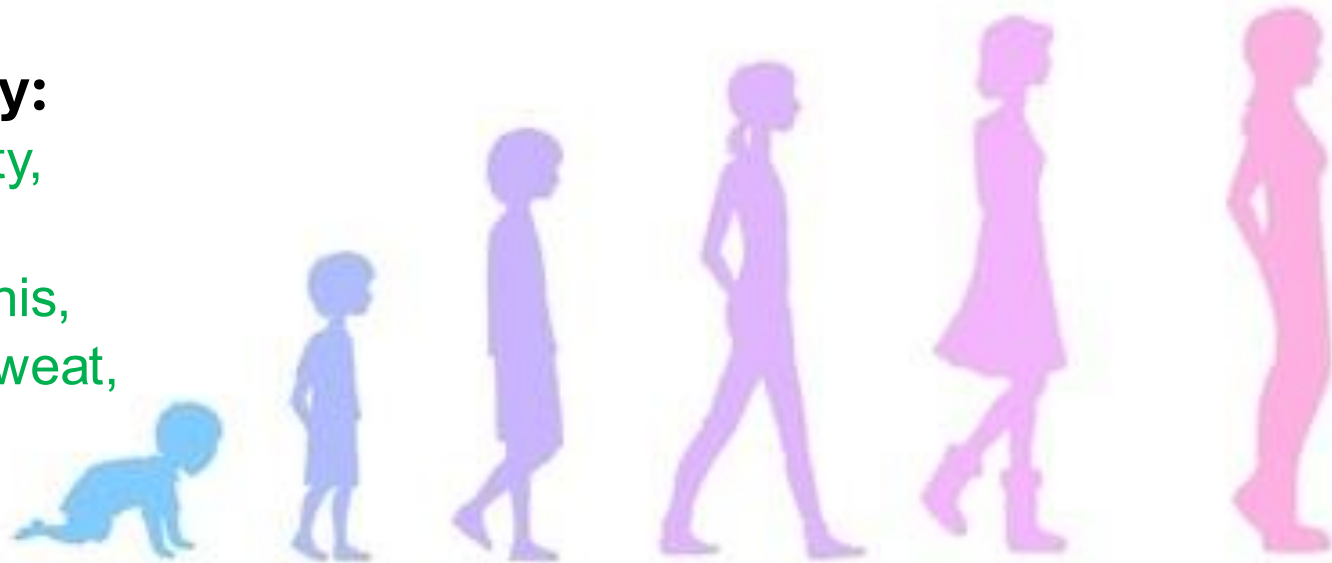
Our key question: What is puberty?

By the end of this lesson, you will:

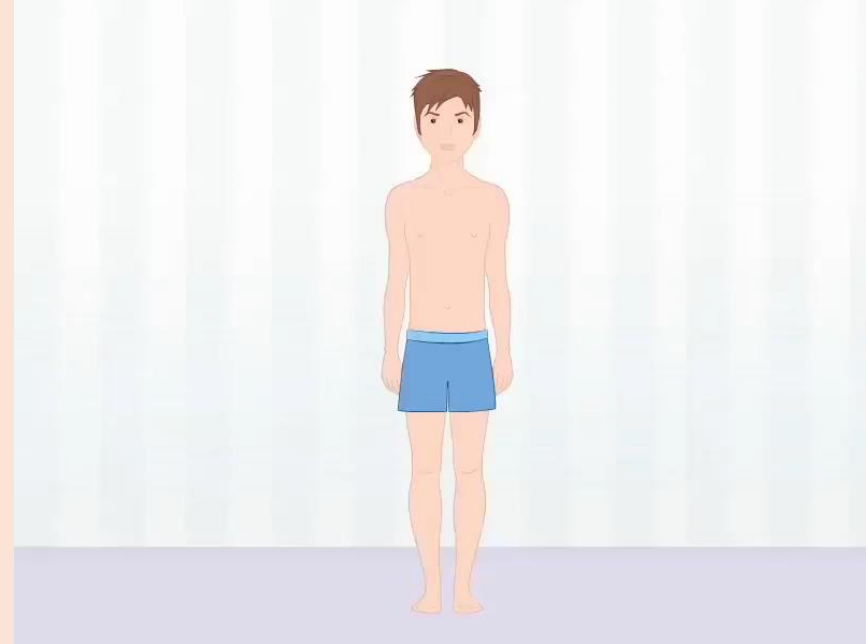
- **Know** the physical changes during puberty
- Have **discussed** how to stay clean and hygienic during puberty
- **Know** where to seek support for advice about puberty

Key vocabulary:

hormones, puberty,
testicles, womb,
vagina, vulva, penis,
clean, bacteria, sweat,
body odour



Changes during puberty



Physical changes in puberty

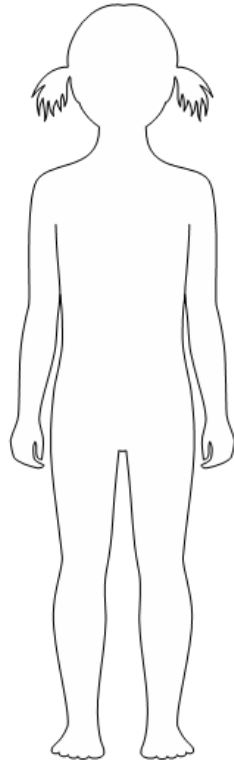
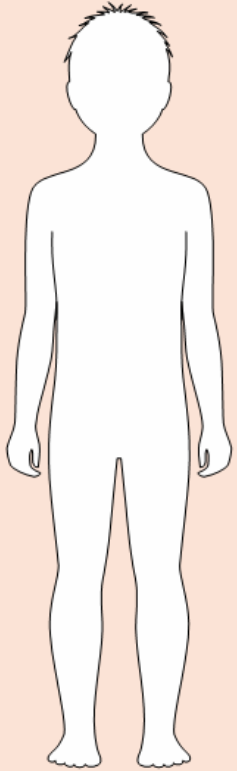
Your task

Working in groups.

Draw a male and a female body outline.

Using what you learnt from the clips, annotate the outlines to show what physical changes happen to the body during puberty.

You can also use the puberty bag to help you!



How to keep clean



What parts of your body need to be cleaned every day?
What products might you use to clean them?

In groups, annotate your body outlines with pictures or words to show what products you would use to clean that body part – and how often you think it needs to be cleaned.

For example: teeth – toothpaste,
toothbrush – two to three times a day

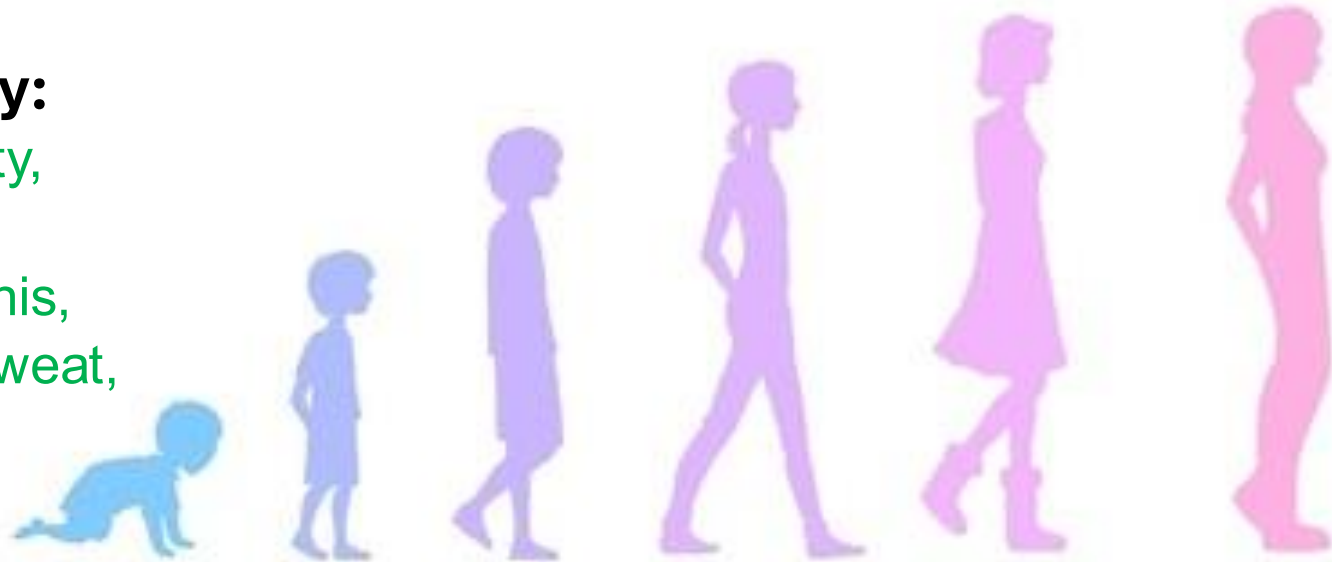
Our key question: What is puberty?

By the end of this lesson, you will:

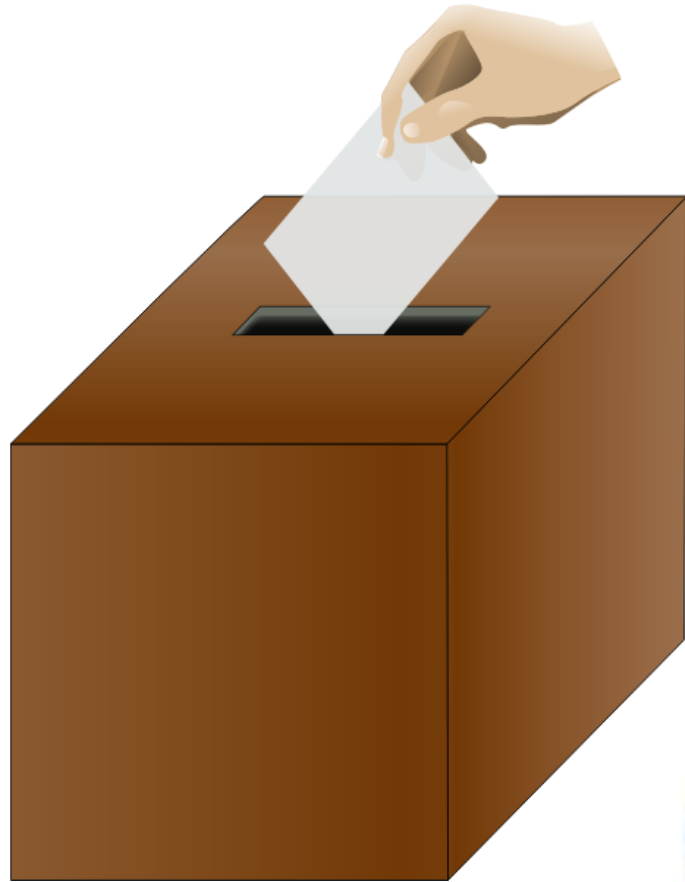
- **Know** the physical changes during puberty
- Have **discussed** how to stay clean and hygienic during puberty
- **Know** where to seek support for advice about puberty

Key vocabulary:

hormones, puberty,
testicles, womb,
vagina, vulva, penis,
clean, bacteria, sweat,
body odour

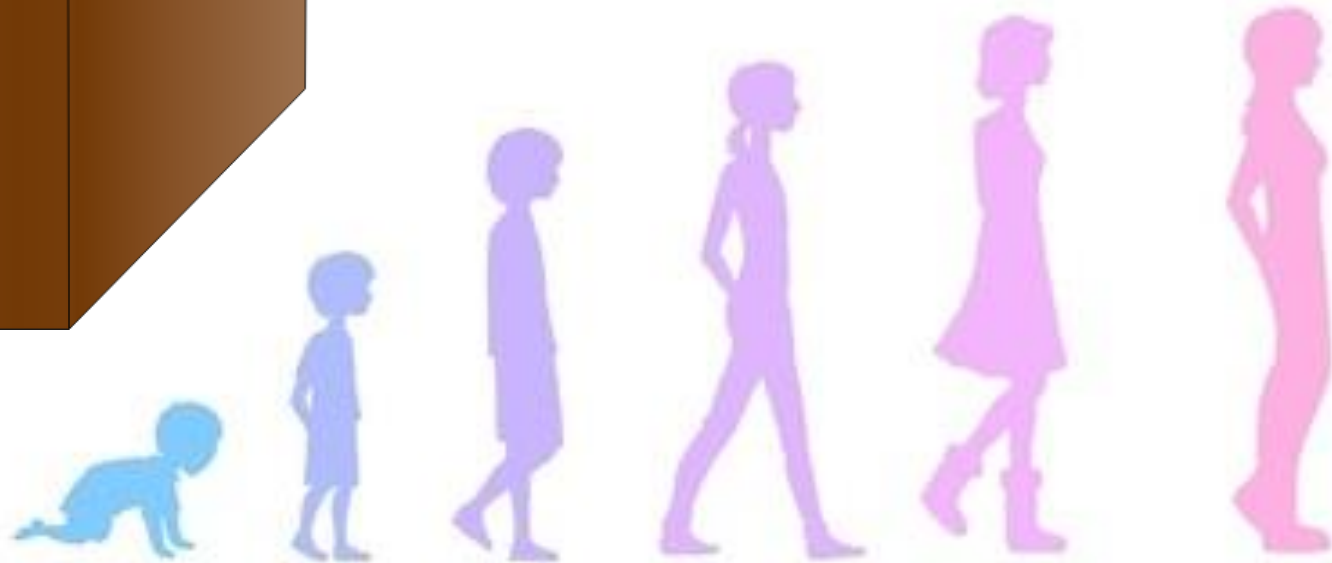


What questions do you have?



We want to make sure that you have any questions you have about puberty answered.

If you have any questions you would like to ask, then put them into the anonymous question box.



If you have questions or concerns about today's lesson, you can always speak to:

- Your parent or carer
- Your tutor
- Your Head of Year
- A member of the school safeguarding team

YOUNGMINDS

Seeking support

NSPCC

allsorts youth project

childline

ONLINE, ON THE PHONE, ANYTIME
[childline.org.uk](https://www.childline.org.uk) | 0800 1111

Monday 22nd June

TBAT: design a program that uses selection.

1 What is a condition in Scratch programming? (Tick **1** correct answer)

a type of sprite

a statement that can be True or False

a background image

a sound effect

2 What word means choosing between actions in a program?

3 What is the result called when a program checks a condition?

Monday 22nd June

TBAT: design a program that uses selection.

1 What is a condition in Scratch programming? (Tick 1 correct answer)

- a type of sprite
- a statement that can be True or False
- a background image
- a sound effect

2 What word means choosing between actions in a program?

selection

3 What is the result called when a program checks a condition?

outcome

Keywords

input

in a program, the text or numbers that a user types
in

branching algorithm

a decision-making flow used to plan a program with
a condition and two outcomes

What is a quiz?



Andeep

A quiz is like a mini game with questions.

You try to get as many questions right as you can!



Sam



In this lesson, you will be:

- gathering and recording ideas for a quiz
- creating **branching algorithms** for the quiz
- planning outcomes for a Scratch quiz



To create a quiz, you will need:

- a topic
- questions
- answers

What topic would you like your quiz to be about?



Aisha

The solar system.



Jacob

A times tables quiz.

Capital cities.



Andeep

When designing a quiz, it's important to think about your audience.

You need to think about who will be playing your quiz, what kinds of topics they enjoy and how difficult the quiz will be.

If the quiz is too difficult or too easy, it won't be fun!



Sam



Fill in the blanks:

A quiz is a game with questions and _____ answers _____

A quiz needs an interesting _____ topic _____ that people will enjoy. If your
quiz is too _____ or too easy, it _____ won't be fun.

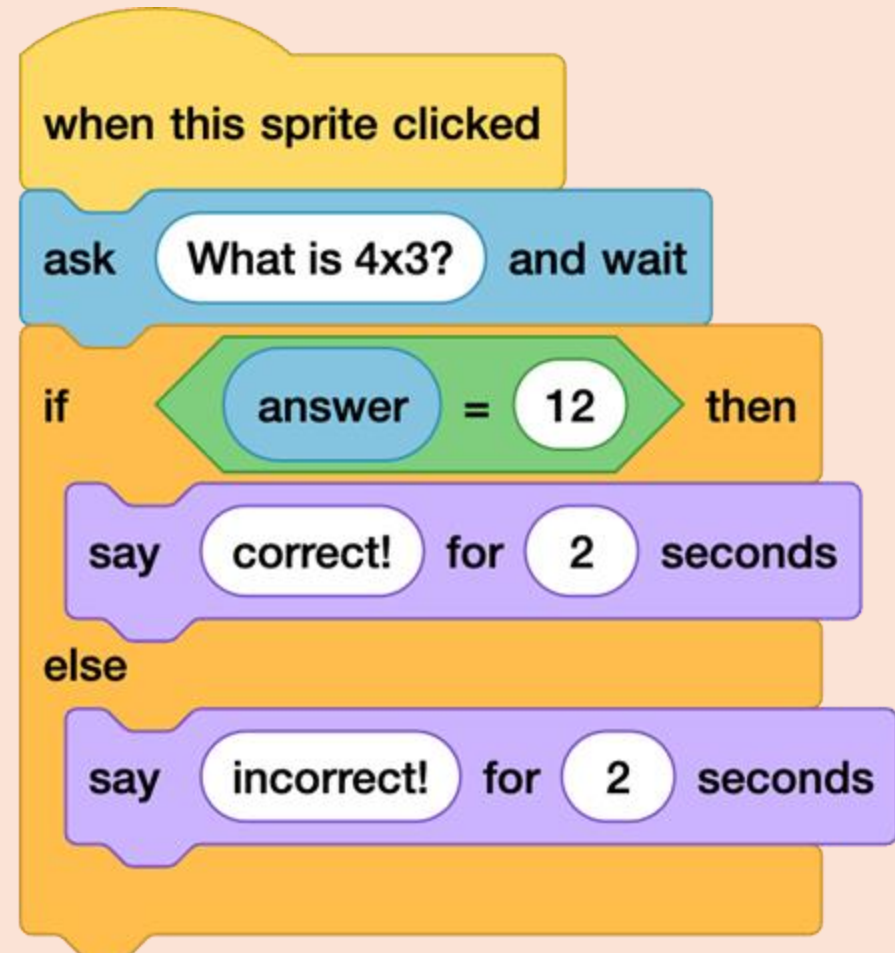
difficult

answers

topic

Your questions will need to work in a Scratch ask and answer block.

This means that they must have one exact answer. It will be easier to make your quiz if your answers are True or False, a single word or number, or Yes or No.



Even though coding in Scratch is the final goal, you don't need to do any programming in this lesson.

You are only recording your ideas at this stage.



Aisha

I wrote down my ideas for sprites and backdrops but didn't write any code.



Which questions will be more difficult to program?

- a** Describe what it would be like to stand on Jupiter.
- b** Is Mercury the hottest planet in the solar system?
- c** True or False? Neptune is larger than Saturn.
- d** List the planets in order from the Sun.





A does not have one single correct answer.

a

Describe what it would be like to stand on Jupiter.



b

Is Mercury the hottest planet in the solar system?

c

True or False? Neptune is larger than Saturn.

d

List the planets in order from the Sun.





1) Gather ideas for your quiz:

- Choose a topic.
- Write down five possible questions you could use in your quiz.
- How could you use Scratch to show your topic?

2) Share your mind map with others:

- Can you think of any more ideas?
- Can you see any questions that might not work?



1) Gather ideas for your quiz:

Topic: the solar system

Q1: True or False? Jupiter is the largest planet.

Q2: The third planet from the sun is ...?

Q3: Is Mercury the hottest planet in the solar system?

Q4: How many planets are there in the solar system?

Q5: True or False? Neptune is larger than Saturn.

Scratch ideas: Use a space backdrop.

Have planet or rocket sprites.



Andeep

Planning sometimes feels like a waste of time! It would be faster to just start coding right away.

Why is it useful to spend time planning a coding project?

Planning your quiz is like drawing a map before you go on a trip. If you don't know where you're going, it's easy to get lost.



Aisha

A clear plan helps your coding go faster and with fewer mistakes, because you already know what your code is supposed to do.



Sam

The next step is to plan what happens in your quiz using **selection**.



Jacob

What is selection?

Selection is part of a program where if a condition is met, then a set of commands is run.



Sam



True or false?

Planning a quiz is wasting your time.

T True

F False ✓

Why?

A clear plan helps your coding go faster and with fewer mistakes, because you already know what your code is supposed to do.

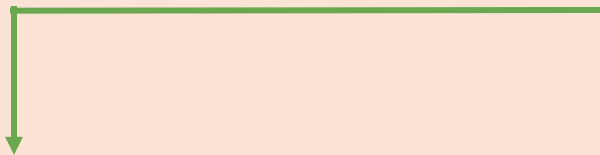
Look at this example of a **branching algorithm**.

Ask: "True or False? Jupiter is the largest planet."



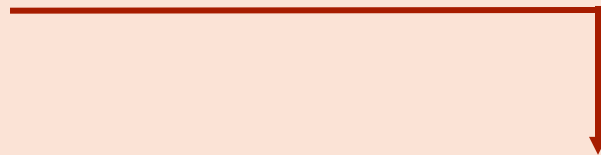
answer is
True

True



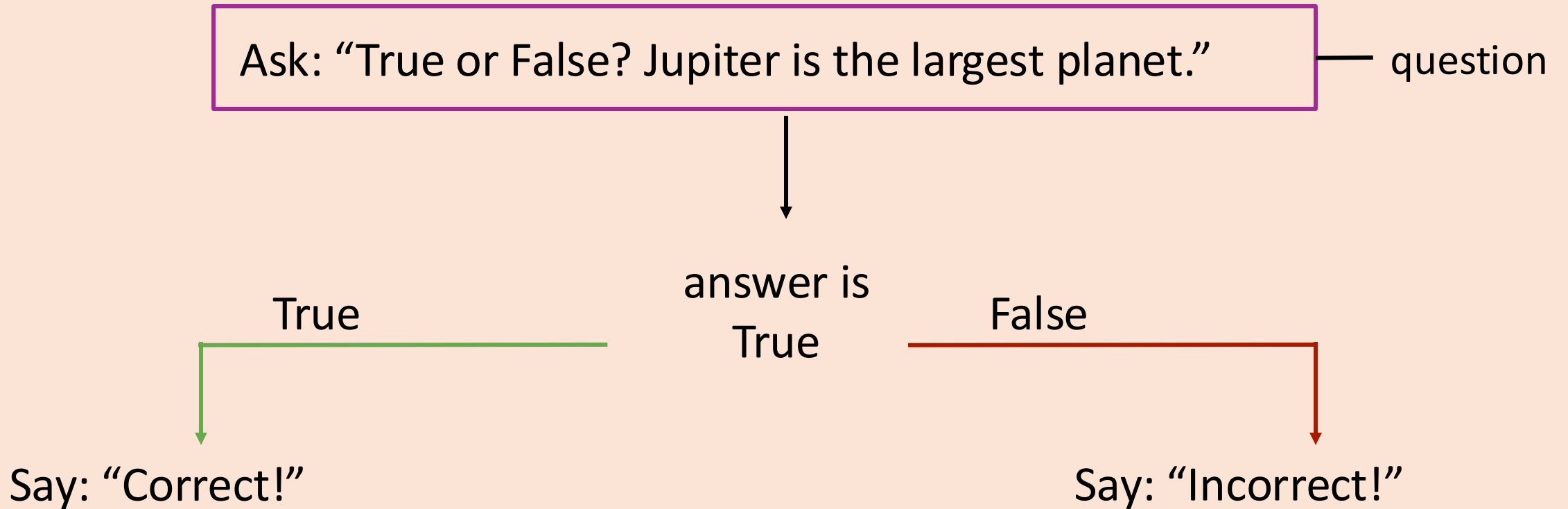
Say: "Correct!"

False



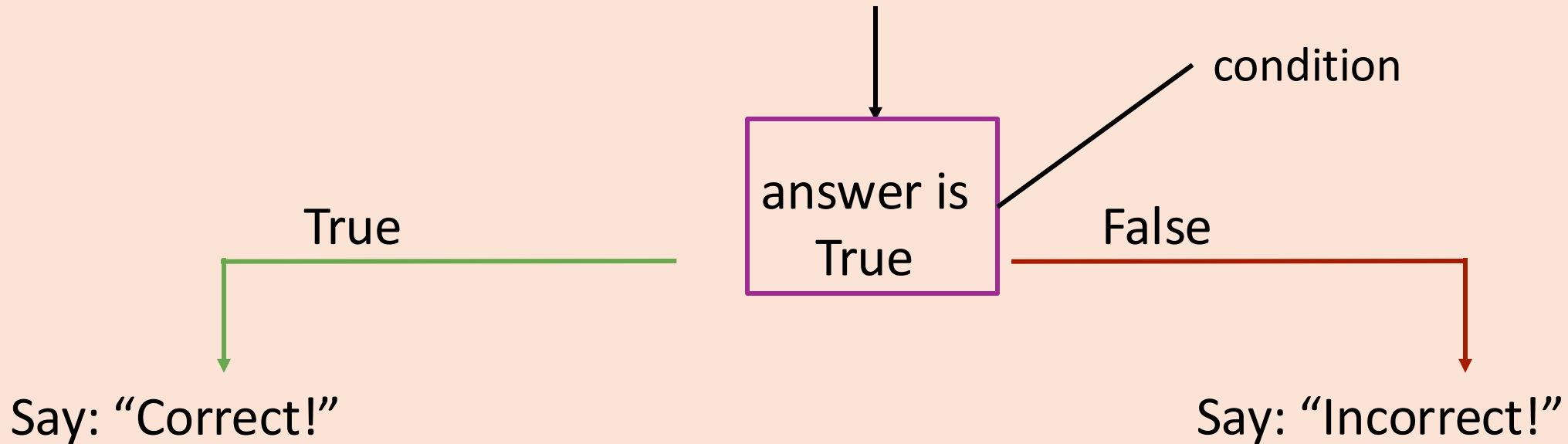
Say: "Incorrect!"

This is the question.



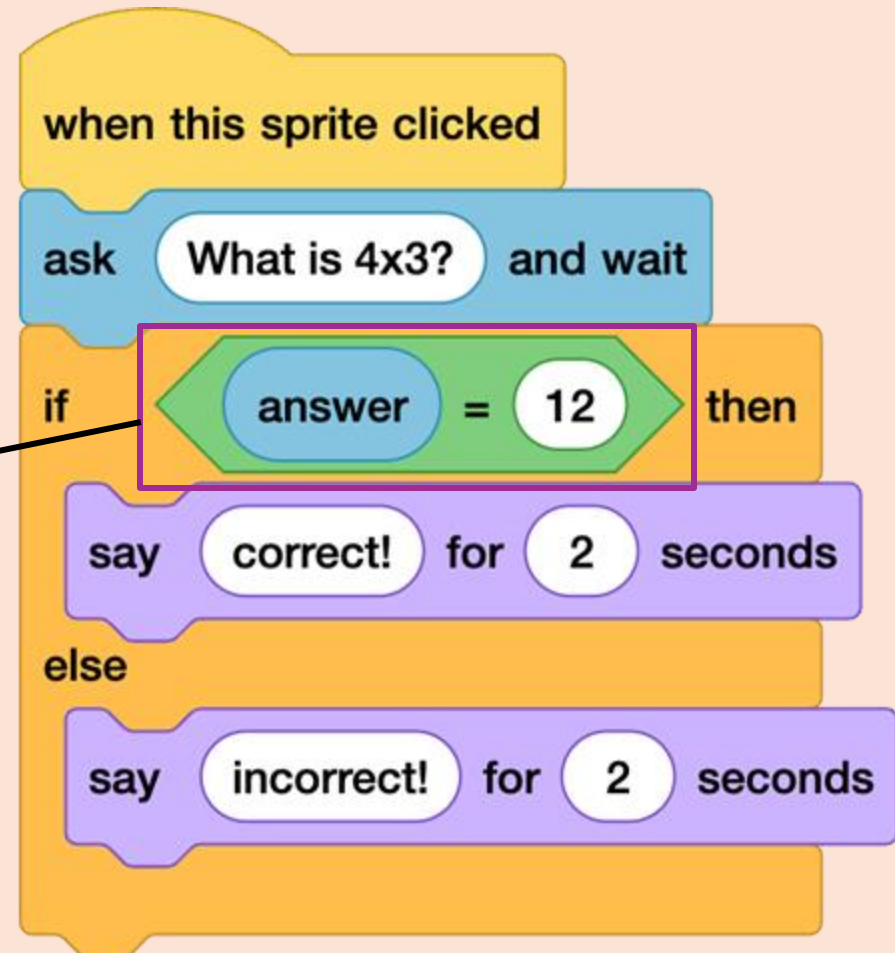
The condition can be either True or False.

Ask: "True or False? Jupiter is the largest planet."



When the word **'input'** is used, it means the typed text or numbers that the user will enter.

Whatever they **input** will be checked against the condition here.



```
when this sprite clicked
ask What is 4x3? and wait
if answer = 12 then
say correct! for 2 seconds
else
say incorrect! for 2 seconds
```

The image shows a Scratch script with the following blocks: a yellow 'when this sprite clicked' block, a blue 'ask' block with the text 'What is 4x3?' and 'and wait', an orange 'if' block with a green condition 'answer = 12', a purple 'say' block with 'correct!' and '2 seconds', an orange 'else' block, and another purple 'say' block with 'incorrect!' and '2 seconds'. A black line points from the text 'checked against the condition here' to the 'if' block.

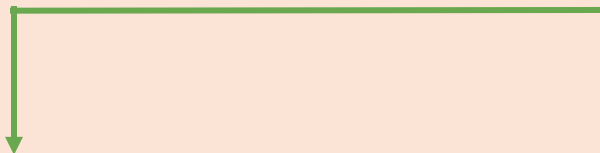
If the user's **input** matches the condition, the True outcome will happen.

Ask: "True or False? Jupiter is the largest planet."



answer is
True

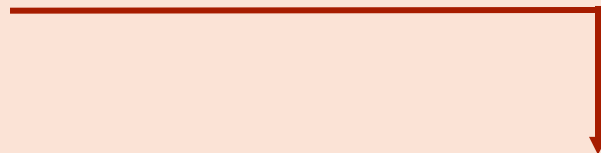
True



Say: "Correct!"

outcome if True

False



Say: "Incorrect!"

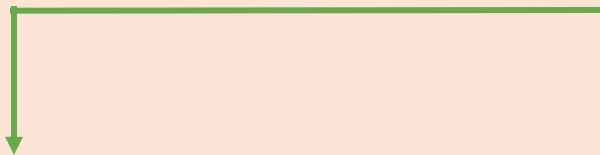
If anything other than the True outcome is entered, the False outcome will happen.

Ask: "True or False? Jupiter is the largest planet."



answer is
True

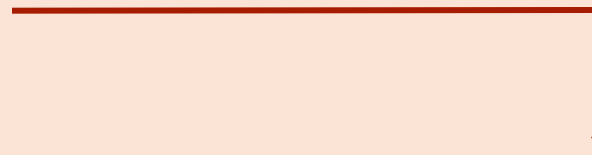
True



Say: "Correct!"

outcome if False

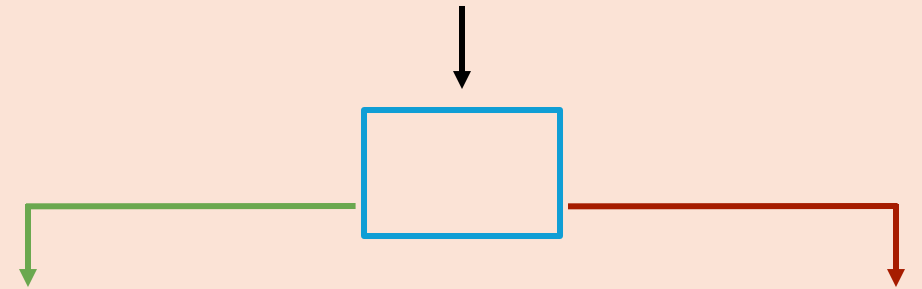
False



Say: "Incorrect!"

A **branching algorithm** can be a great way to plan for a Scratch quiz, as it will help you to plan to use selection and identify the True and the False outcomes.

Each question in your quiz will need a condition, and two outcomes.



Look at your questions from the mind map.

For each one, think of a condition, a True outcome and a False outcome.



Aisha

My question will be “True or False? Jupiter is the largest planet.”

The condition to check against will be “True”.

The True outcome will be “Correct!”

The False outcome will be “Incorrect!”



Some of your question ideas might not fit easily into your **branching algorithm**.

They might not have two clear outcomes for True and False. They might make the user **input** a complicated word, where it would be easy to spell it incorrectly.

You should change your questions to fit what your program will need.



Match each word to its definition.

question

what the user **inputs**

answer

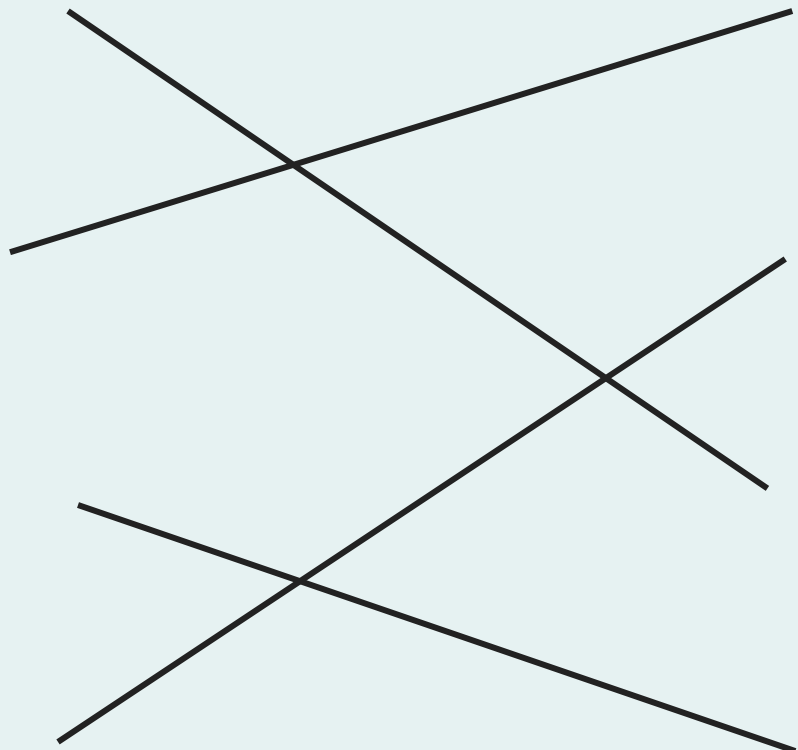
what happens next

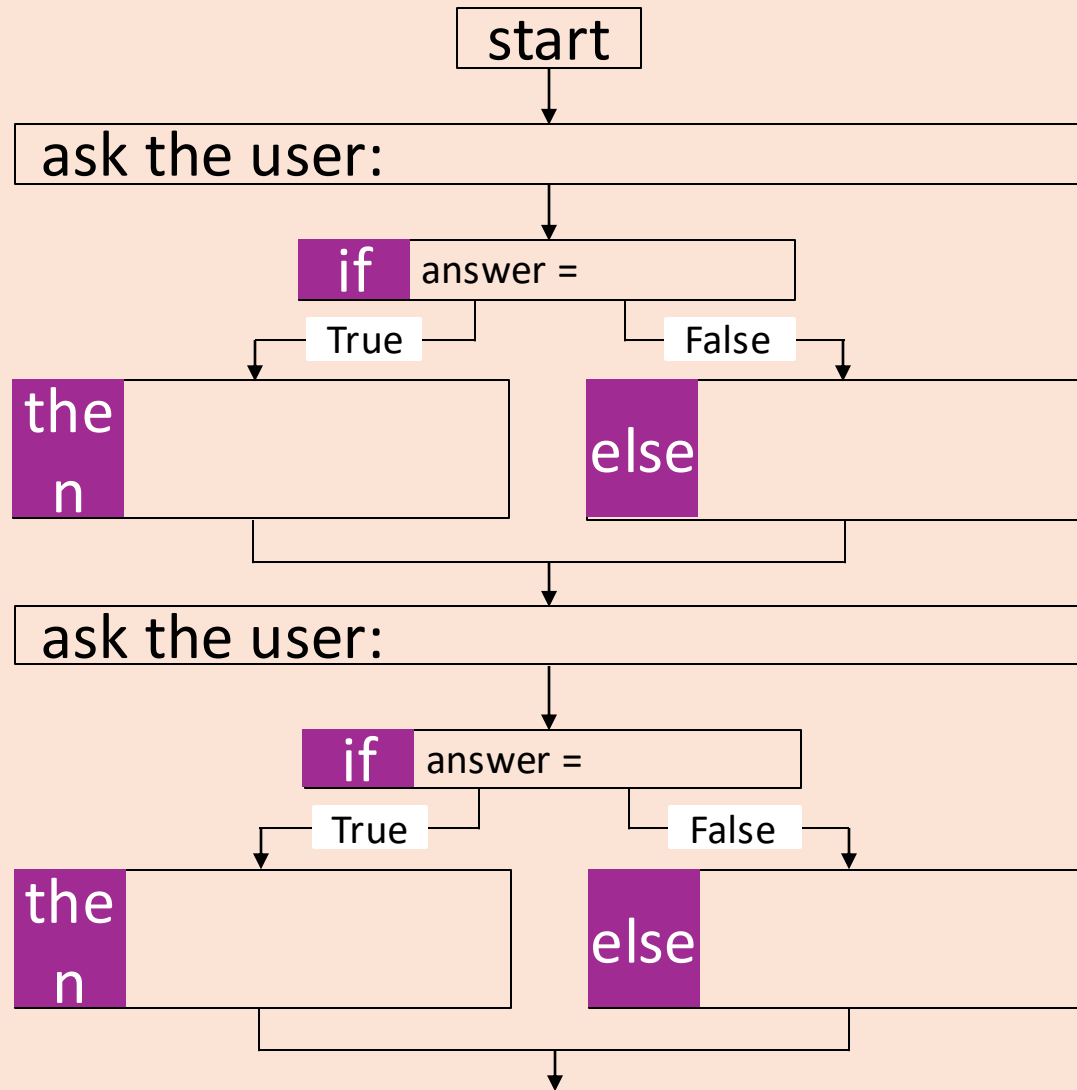
condition

what you ask the user

outcome

what is checked





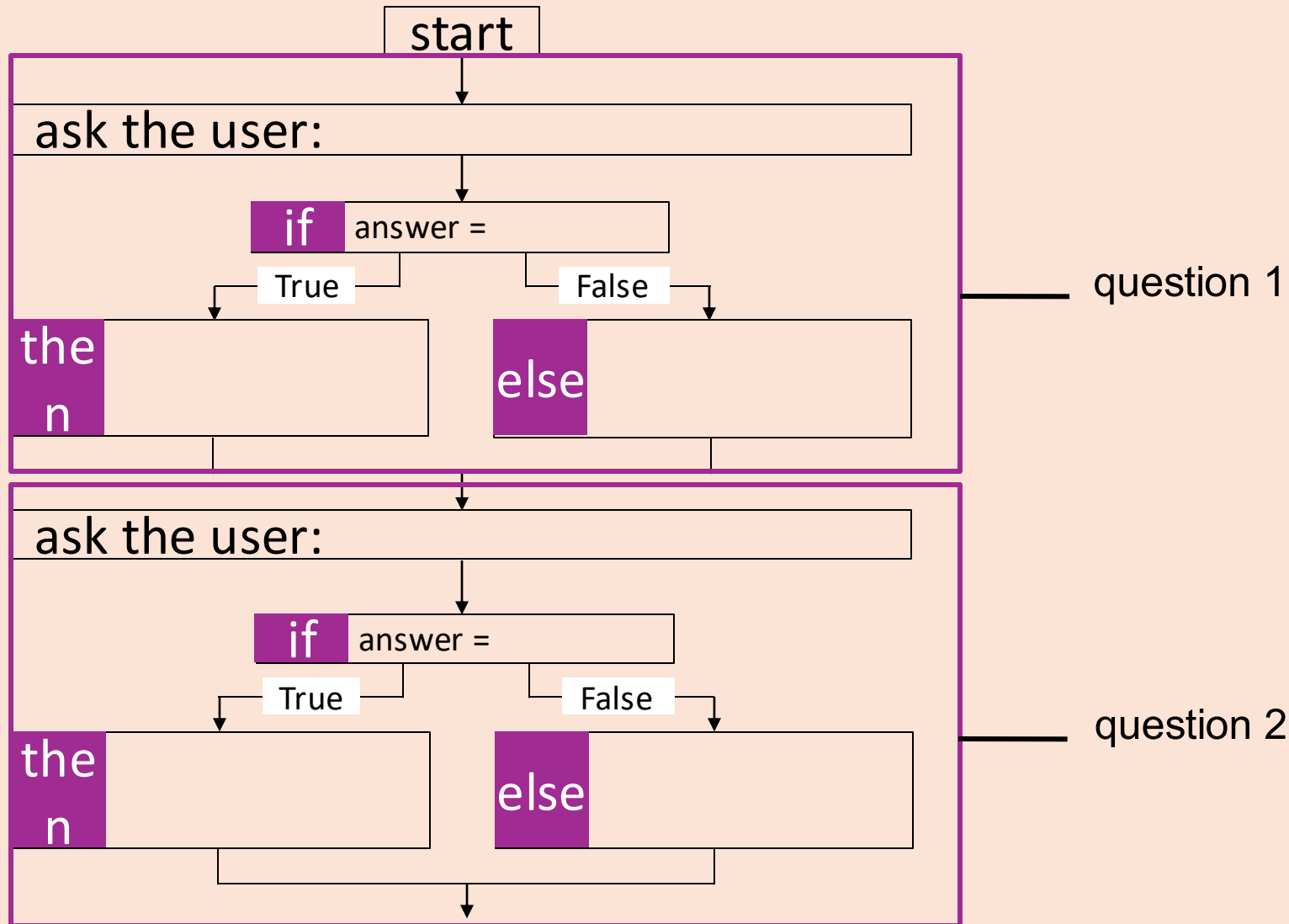
The quiz design sheet, provided as a downloadable file for this lesson, uses a longer **branching algorithm**. This is because your quiz will have more than one question.

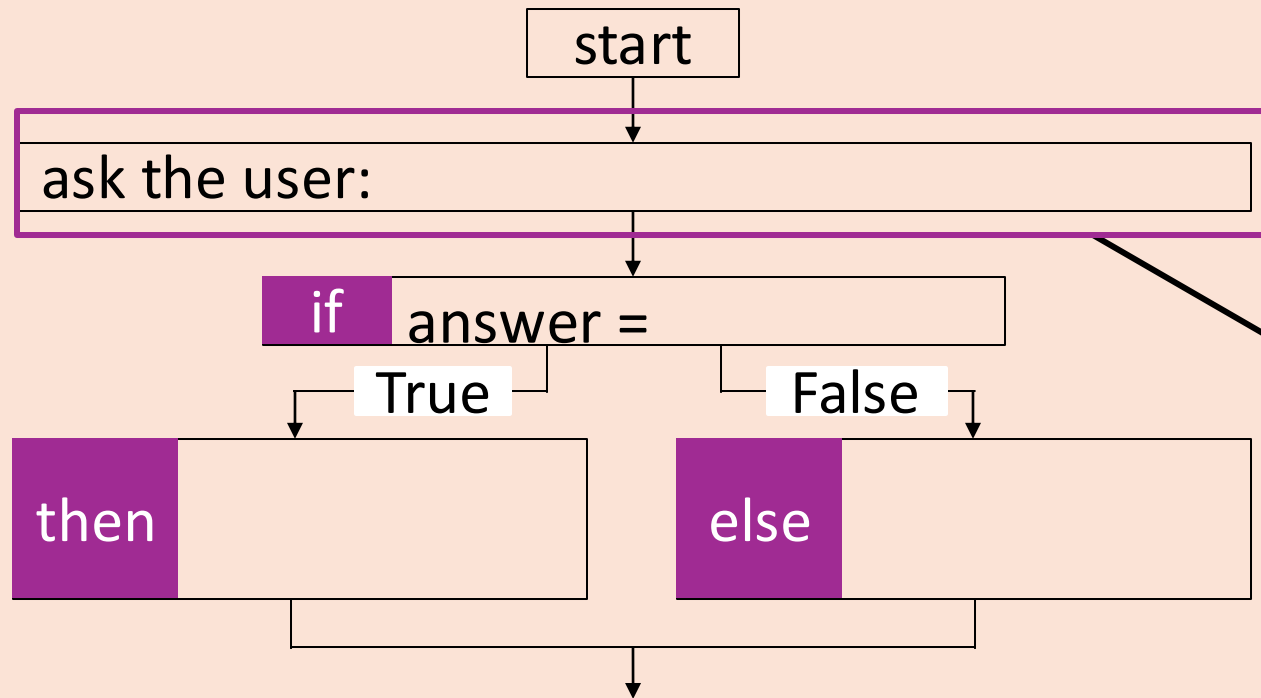
After the first question outcome runs, the next question will start.

Create a design for a quiz



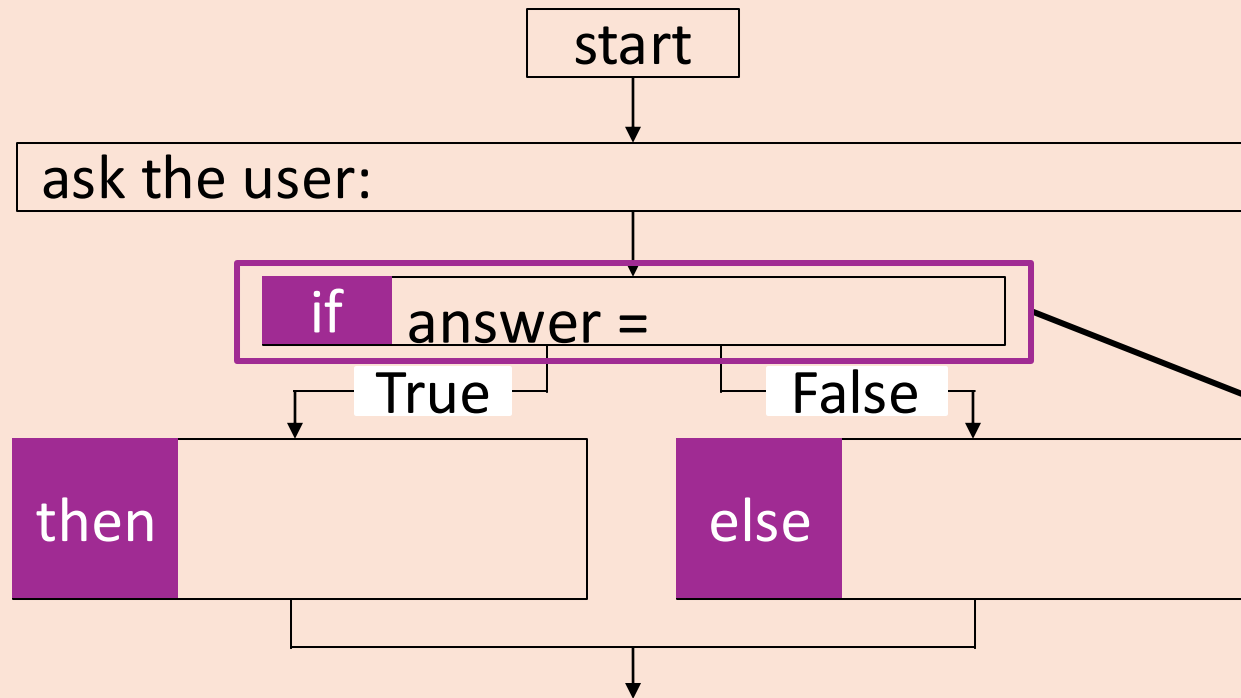
Explanation





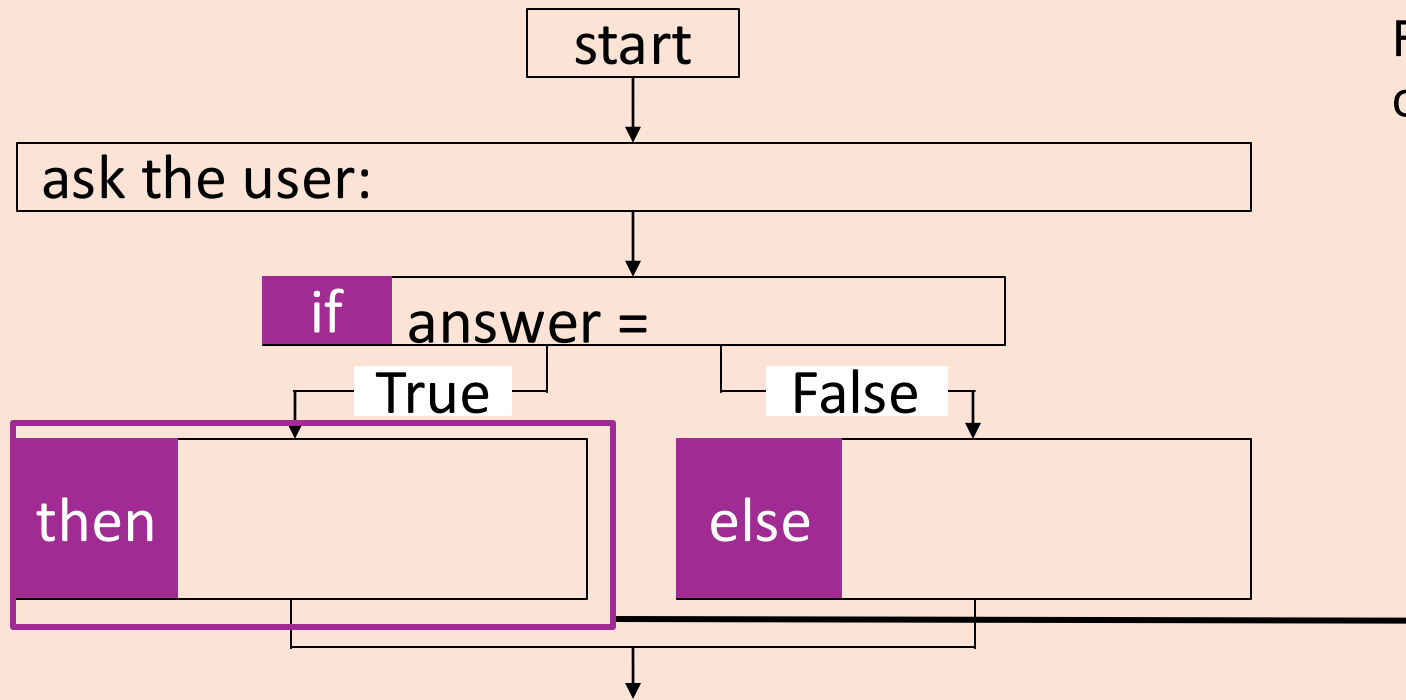
For each question, make sure you have completed:

ask the user: your question



For each question, make sure you have completed:

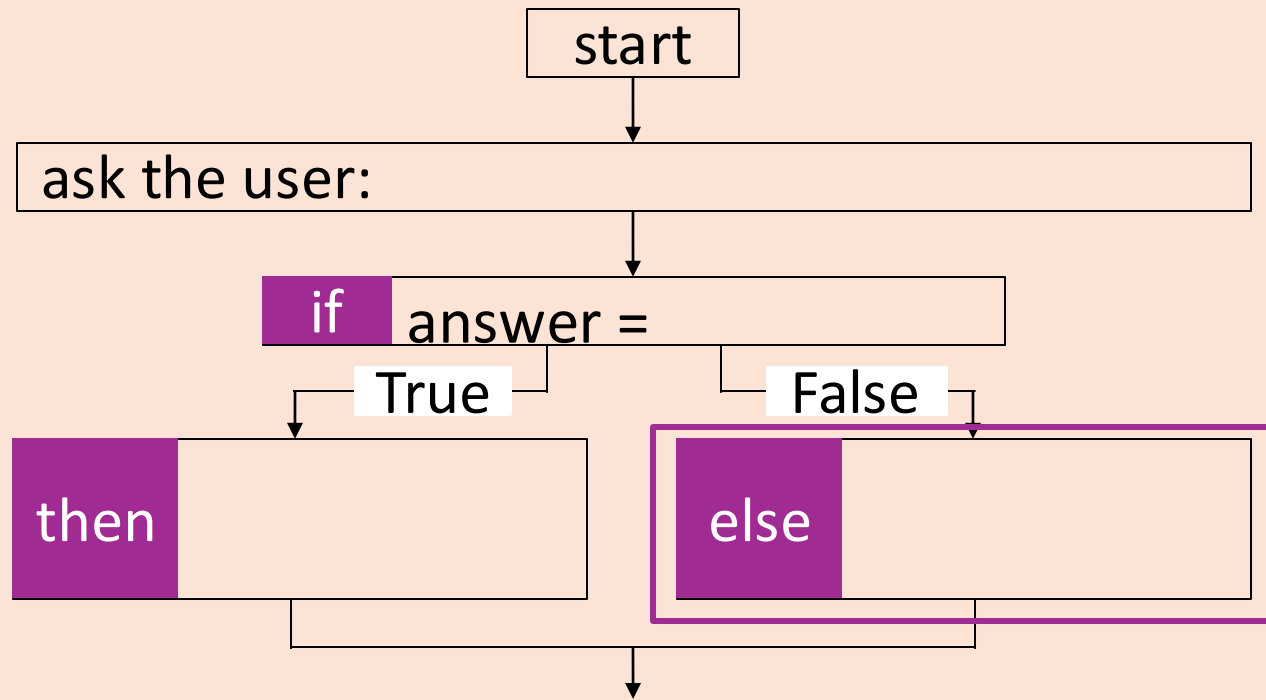
answer = the condition (this is the correct answer)



For each question, make sure you have completed:

then: what happens when the answer is correct?

add sprite or program actions



For each question, make sure you have completed:

else: what happens when the answer is incorrect?

add sprite or program actions



Complete the quiz design sheet, provided as a downloadable file.

You should have two or more questions.

Each question should have:

- ask: what question you are asking the user
- answer: what the True condition is
- then: outcome if the condition is True
- else: outcome if the condition is False

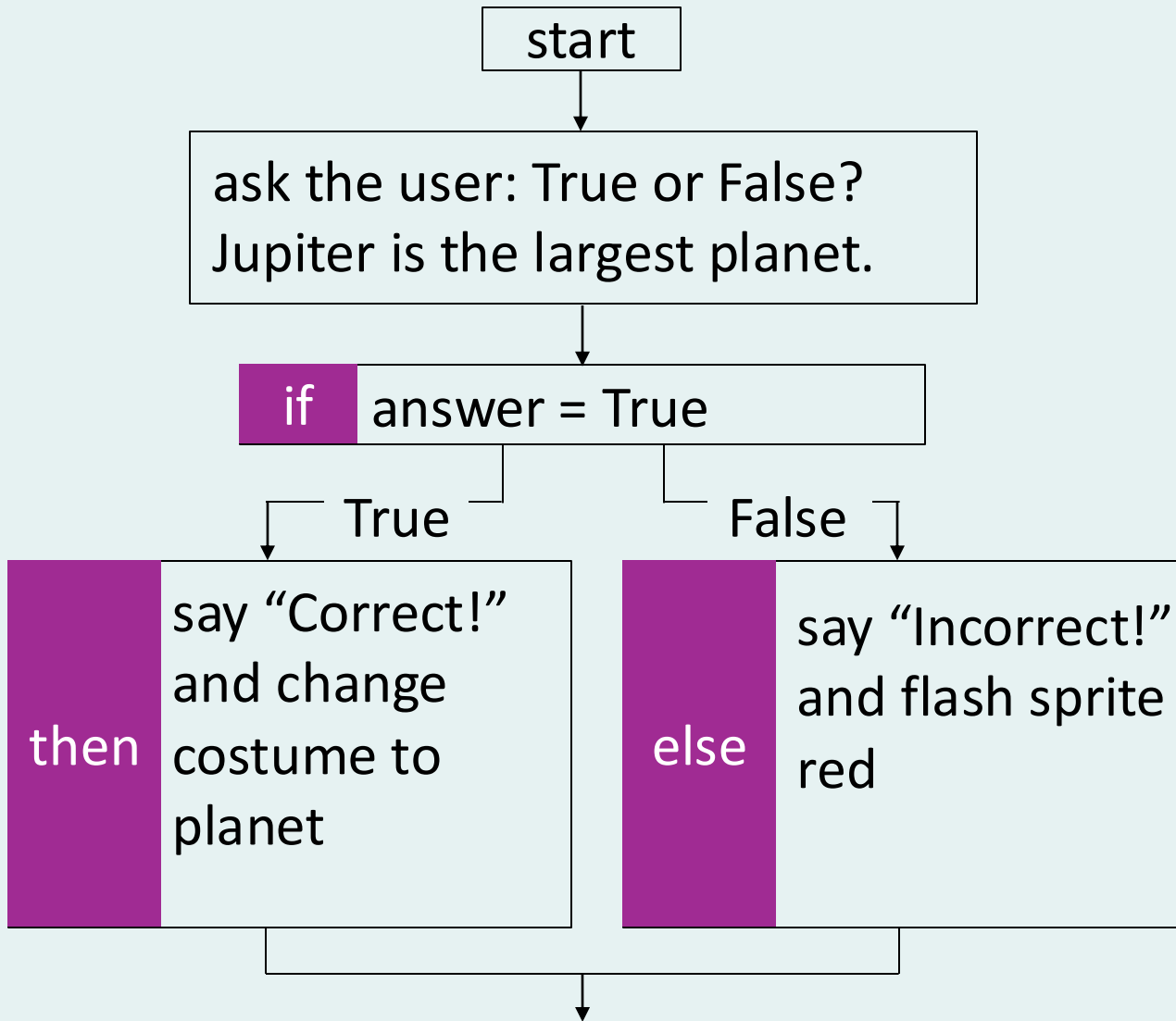


Task B

Create a design for a quiz



Feedback



Open the quiz design sheet example, provided as a downloadable file.