Literacy and English	Numeracy and Mathematics	Health and Wellbeing
Reading Task – Choose a book to read. Now write about the main character in the story. Choose 5 – 10 words to describe his or her behaviour. Give an example for each one. E.g. Sally is <u>foolish</u> when she goes to the mill by herself.	**Top Marks** - Visit www.topmarks.co.uk Go to maths games for age 7-11 and click on 'Hit the Button'. Go to 'Number Bonds'. Here you may choose 'Make 100 (tens)', or 'Make 100' which is slightly more challenging. Why not try some of the other games too?	**Friendship bracelets** – Make a paper friendship bracelet for somebody in your family or for a special friend. Follow the link below or input 'DIY Easy Bracelet. Paper bracelet' into the YouTube search box. https://www.youtube.com/watch?v=Rh8w1cz6F8w&t=181s You will need: coloured paper (you could use white paper and colour it in), scissors, cellotape and a pencil.
Literacy and English	**Numeracy and Mathematics**	**STEM**
Connect the dots spelling – Choose at least 10 spelling words from a story. First write your spelling words in dots. Then connect the dots by tracing over them with a coloured pencil.	**Four operations** - Roll a dice five times and record each number shown on the dice on a piece of paper. For example, 1, 4, 3, 5, 3. Then you need to find a way to reach an answer of 1 using any operations (addition, subtraction, multiplication, and/or division) on the numbers. You can only use each number once and you have to use at least two numbers in each calculation. For example, we could get the answer of 1 by calculating $3 \div 3$, $5 - 4$, $4 - 3$, and so on. Now try to find a calculation with the answer of 2 using any operation, then an answer of 3 and so on until you reach 21.	**Invention:** Invent and draw a robot to collect food from a local shop for someone who is staying at home. Think about how the robot travels and how it is going to pick up and carry food. Remember an invention must be something new or something better than we already have. You could build a model of your invention.
Literacy and English	**Numeracy and Mathematics**	**Expressive Arts**
Story writing – You wake up to find that you are living in a Lego world. Write a short story about this event. How did you feel when you woke? What did you see/hear/feel around you? What did you do while you were there? How did you escape the Lego world, or did you decide to stay? If so why? Use punctuation and	**Ordering numbers** - Order these numbers from largest to smallest. A. 53,241 66,467 68,987 85,329 B. 10,237 10,190 9,931 10,202 C. 35,421 42,019 8,983 54,874	**Fantastic Creature Design** - Design and draw a fantasy creature which has all the features listed below. - can burrow underground - has armoured skin - has good hearing - can run fast - has webbed feet for swimming - has sharp claws - has sharp teeth - not easily seen in undergrowth - has a long neck for seeing over high walls

paragraphs so that your story makes sense! Read it aloud to your family at home.

- has very good eyesight
- has a long tongue for catching insects

Literacy and English	Numeracy and Mathematics	Social Studies
Spelling Dots Game – This is a two-player game. Make a square of 4 rows of dots with 4 dots in each row. Take turns to read a word for your partner and they spell it. If the word is spelled correctly, the player can connect two dots. When a square is formed, he can write his initials in the box. Good Luck!	**Money** - Look at a takeaway menu or a catalogue page. Now work out what you would buy with £10 or £12. How much money you would have left over? If you don't have a menu at home you could use one from online.	**Famous Scots** – Choose a famous Scot to research. Some suggestions include Robert Burns, David Livingstone, James Watt or any Scottish Olympians. Create a timeline of important events and achievements in their lives.

Literacy and English	Problem Solving	Health and Wellbeing
Punctuation - These sentences are missing punctuation and capital letters. Rewrite them using the correct punctuation. 1. our neighbour mr jones drives an aston martin just like james bond 2. i have to go to asda today for a few things i need to get bread milk sugar and flour Now write 5 more sentences of your own. Check your work for capital letters and punctuation. Try to include at least 3 different types of punctuation in each sentence.	**Number detective** - Be a detective and think creatively. Follow the clues and use your reasoning skills to find the mystery number. Click on the link below to access the task or see attached worksheet https://nrich.maths.org/204	**Your Strengths** - Talk (or write) about a time when you had to do something difficult and you got through it. Explore how you felt beforehand and how you overcame the challenge. Think about which character strengths you used to help you.

Number Detective

Age 5 to 11 ★

Calling all detectives! You will need to think creatively, use your reasoning skills and your problem solving strategies to find the mystery number from the list below.

- The number has two digits.
- Both of the digits are even.
- The digit in the tens place is greater that the digit in the ones place.
- The ones digit is not in the three times table.
- The tens digit is not double the ones digit.
- The sum of the two digits is a multiple of five.

18	86
120	42
46	64
80	8
22	83

https://nrich.maths.org/204

Thinking and Talking about My Learning - P3 & P4 & P5

Thinking about how you learn can help you learn more effectively.

At the end of a day of learning you might like to choose a row (A or B) and roll a die to select 2 or 3 questions to think about.

You can think about them by yourself or, even better, discuss them with someone else.

	1	2	3	4	5	6
A	Were there any tasks today that I found too easy? Why? Could I have added my own challenge?	Did I make a good guess about how long each task would take?	Did I get stuck? Did I give up or try a different way? What did I try?	Did I try going back to a tricky task later? Did that make a difference?	Did I find it easy to stay on task today? What helped? What didn't help?	How can I make sure I remember what I learned?
B	Which tasks were practice of something I already know?	Which tasks had new learning in them? What did I learn?	Were there any tasks today that I found too difficult? What made it difficult? Did I give up straight away or keep trying?	Did any of yesterday's tasks make more sense today now that my brain has had time away from it?	Did I choose the order of my tasks? Did I start with the easiest task, or the hardest, or the most interesting or the most fun?	Can I think of ways to improve my motivation for tomorrow?