

Week Beginning - 18/05/2020

Thank you for the excellent pieces of work that you are sending through. Please continue to email me copies of any work that you have completed, as I really enjoy seeing what you have done and how you are getting on. If you have done anything extra, I would love to see that too.

Also, if you have any problems or questions about any aspect of the home learning or activities, please don't hesitate to email me so that I can help. The Year 6 email address is class6@mereworth.kent.sch.uk

Finally, if you need any additional resources and activities, please have a look at the website suggestions (these are all free) sent with the Term 5 parent letter.

Miss Maryon



Topic Challenge

Read the powerpoint story about the Trojan Horse on our Year 6 page on Mereworth CP website.

See if you can find out more about this myth.

English Challenge

Write a short story about the Trojan attack. You could tell it from the point of view of a Greek soldier inside the horse, a Greek soldier on the boat or a resident of Troy.

REMEMBER TO...

- *Start you sentences in different ways
- * Vary your sentence lengths
- *See if you can vary your punctuation, for example use a semi colon, dash and brackets
- * Remember to describe the environment....use expanded noun phrases (for example – the burly soldier was dressed in an ornate uniform with gold trimmings)

Extra challenge

Can you use a simile, metaphor or personification?

Curriculum Challenge - Art / DT

Can you create a Trojan horse on moving wheels or sketch / paint one?

Maths Challenge

Purple mash – Go to Maths, then topics, then Time.

Complete these activities:

- *12 and 24 hour conversions
- *Interpreting Timetables

Science Challenge

Read the Reflection Powerpoint on the Year 6 webpage. Complete the challenge on the following page.

Light It Up!



On this map you will see several lighthouses.

However, only one of them will light up!

Your challenge is to reflect light from the start point on the map in the mirrors positioned on the grid.

Draw the path the light ray takes as it is reflected in the mirrors.

The lighthouse which is hit by the light ray is the one that lights up!

Colour it in yellow.

