

READING ACTIVITIES – After reading your book, choose an activity to complete.

<p><b>Character</b> Would you like to be a character in the story? If so, which one and why? If not, why not?</p>	<p><b>Predictions</b> What might happen next? Why do you think this? Ensure evidence</p>	<p><b>Structure</b> Outline the beginning (B), middle (M) and end (E) of the story or a main event of what you read today.</p>	<p><b>Plot</b> How does a problem get solved in the story? Would you have solved it the same way?</p>
<p><b>Self-Connections</b> Does something that happened in the story remind you of something that happened to you? Explain.</p>	<p><b>Text Connections</b> Did something in the story remind you of another text? Share your connection.</p>	<p><b>Questions</b> Write 5 questions that you would ask the main character. Justify your questions.</p>	<p><b>Summary</b> If your friend asked you what you read today, what would you tell them? (only the important bits)</p>
<p><b>Vocabulary</b> Write down three challenging words. Guess the meaning using the context. Use a dictionary to check.</p>	<p><b>Recommendation</b> Persuade your teacher to read your book to the whole class.</p>	<p><b>Setting</b> What are the similarities and differences between the setting and where you live?</p>	<p><b>Visualising</b> Draw a character or setting from your book. Write down all the words or sentences that created your image.</p>

*All responses should be written in complete, 5-7 sentence paragraphs. You can OF COURSE write more if you can! All sentences should be complete and should make sense. Be sure to reread your responses to ensure they are your best work. Instead of saying 'I am finished' ask yourself: 'What can I do to make my work better?'*

# Writing Prompts

Choose from the following writing prompts and develop a Narrative story (or choose your own ideas).



**MATHS ACTIVITIES** – There are a number of websites and activities below that can be chosen for a range of Maths activities

Times Table practise - <https://www.timestables.com/6-times-table.html>

Choose from the place value activities here - <https://www.topmarks.co.uk/maths-games/7-11-years/place-value>

### Play Master Mind

Instructions:

1 person chooses a number, you can choose how big.

The other person has a guess as to what the number might be.

You then give them these hints:

Circle the number if it is in the wrong place

Cross the number if it isn't in it at all

Tick for being in the right spot.

Keep trying until you get it right.

### Example:

Hidden mystery number: 49273

First guess:

4 3 7 8 6

✓ 0 0 x x

Second guess:

4 1 9 3 2

✓ x 0 0 0

Third guess:

4 9 2 3 5

✓✓✓ 0 x

Fourth guess:

4 9 2 7 3

✓✓✓✓✓

### Open Ended Problem Solving questions:

1. How many numbers can you make using the digits 1, 2, 3 and 4? You can only use each digit once in each number.
2. Write as many numbers as you can that have a 7 in the tenths place.