

## Primary 5 Hermie Home Learning Term 2 2023-2024

- Please try and read with your child as often as possible and remember to bring their library book to school every day.
- Please try and complete a task from each grid every week.
- Remember - frequent, short and fun works best!
- Home Learning Jotters should be returned into school on a WEDNESDAY each week.
- Remember we'd love to hear about 'other learning' and achievements that has taken place at home.


## READING HOME LEARNING TASKS

| Copy out interesting words <br> and phrases from the book. <br> You can then use these <br> words and phrases in your <br> own writing | Make a list of the different <br> sentence openers the author <br> uses. This is a good way of <br> learning all the different ways <br> a sentence can be started. | Make a scale model <br> diorama of a scene from <br> your book. Think about the <br> body language of <br> characters, placement of <br> props and setting. |
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| Pantomime <br> Choose a scene to act out <br> to family/carer. Give them <br> the book so they can follow <br> the scene you are acting <br> out. Or your "audience" <br> could ask you to act out a <br> scene of their choosing | Write down something from <br> your own life that is similar to <br> events/characters/themes <br> from the book you are <br> reading. Explain what thesese <br> similarities are. | Dear author <br> After reading your book <br> write a letter to the author <br> via the publisher (who <br> always forwards them). Tell <br> them why you enjoyed the <br> book, what your favourite <br> part was and why. Ask the <br> author some questions like <br> what was their inspiration <br> for the book? Where do <br> they write? What was their <br> favourite book as a child? <br> Think of interesting <br> questions and remember to <br> thank them for taking the <br> time to read your letter. |
| Fictional friends | Mapmaker |  |
| Who of all the characters <br> would you want for a friend? | Chart the feelings of a <br> character |  |
| Draw out a basic graph with |  |  |
| chapter numbers along the |  |  |$\quad$| Draw a map of the book's |
| :--- |
| setting. |


| Why? What would you do or <br> talk about together? | bottom and a list of emotions <br> on the left. Plot the change <br> in emotions of the main <br> character throughout the <br> book. You can look back to <br> see a rollercoaster of <br> emotions, now label the <br> events that caused these <br> emotions along the graph. |  |
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## SPELLING HOME LEARNING TASKS

| Word Search <br> Create your own <br> wordsearch with your <br> spellings. Show the <br> answers to your puzzle in <br> a different colour | Picture \& a Story <br> Draw a picture defining <br> each word. Write a <br> sentence about your <br> picture using the word. | Silly Sentences <br> Write 3 or more sentences <br> that use all your spelling <br> words. |
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| Flashcards <br> Make and practise with <br> flashcards. Put the word <br> on one side and definition <br> (meaning) on the other. | Words without Vowels <br> Write all of your words, <br> replacing vowels with a <br> line. Go back and see if <br> you can fill in the vowels. <br> e.g. q--st--n = question | Train Words <br> Write the entire list end-to- <br> end as one long word. <br> Write each new word in a <br> different colour. e.g. train <br> back stop |
| Write a Story, Poem or <br> Song with Words <br> Write a story/poem or <br> song using all your <br> spelling words. Underline <br> the words you used. | Write your spelling words <br> out in bubble writing. | Ask someong at home to <br> play hangman using your <br> spelling words with you. |

## Hermie Counts

Play times table bingo.
Write multiplication questions on pieces of paper and place them in a bowl. Make a 4 by 3 square bingo card each and write 9 of the answers onto it. Take it in turn to pick a question out, if the answer is on your card, cross it off. The winner is the first to cross off all their answers!

## A, B or C

Write five calculation questions and provide three possible answers, A, B and $C$, one of which must be correct.

Log onto Sumdog and practise your numeracy and maths' skills. Your password details are in your homework jotter.

Go to Daily 10 - Mental Maths Challenge - Topmarks to practise your numeracy skills and increase your speed.

## Money

Write a short paragraph which tells the story of what happens to a £1 coin during the course of a day. For example, The shopkeeper gives it in change to Jake's Mum. Jake's Mum uses the £l as part of a payment to buy a train ticket. Fiona buys a train ticket and gets the $£ 1$ coin as part of her change ...

Choose a room at home or another familiar place such as after-school club or grandparent's flat. Write down 10 or more things the room contains. For each thing decide whether it is a need or a want and write ' $n$ ' or ' $w$ ' accordingly.

Numeracy
Who wants to be a millionaire?
Make up several 'Who wants to be a millionaire?' questions using the symbols: +/-/x/ in each answer. The questions are either: which one of these four statements is true? or which one of these four statements is false? Answers could be in the form A: $48<7$; $\mathrm{B}: 37=$ $30+7$; $\mathrm{C}: 5 \times 4=25 ; \mathrm{D}: 35<30+9$.

## Beyond Maths

Write down some of the countries and/or cities you have visited. Find out the distance between Edinburgh and the places you have visited.

## Place Value

Write down a 3,45 or 6-digit number. Now add 10, 100 and 1000 to this number. Next, subtract 10, 100 and 1000 from your original number.

## Roll the Dice!

Write out all the answers to your times table up to $\times 12$. Take two dice and roll them. Add the two numbers you roll together, then multiply them by the number of the table you are learning. How quickly can you cross out all the answers?

