

Y6 Home Learning Activities Updated 20.04.20

Each child is expected to complete at least 30 minutes of maths and reading every day. In addition to this, the children can work on some of the activities in the grid below.

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|---|--|---|----|----|----|----|----|----|----|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| <p>1. Read a non-fiction book about a subject you are interested in. It can be from a book you have at home, an article from the internet or one from Reading Plus.</p> | <p>4. Find out information about a famous artist. Such as Andy Warhol, Van Gogh, Monet, Picasso, Salvador Dali, Freida Kahlo etc.</p> | <p>7. Play Factors and Multiples</p> <p>This is a game for two players.</p> <p>Create your own grid of numbers 1-50.</p> <table border="1" data-bbox="1653 403 2119 592"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td></tr><tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr><tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td></tr><tr><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td></tr><tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td></tr></table> <p>The first player chooses a positive even number that is <u>less than 50</u> and crosses it out on the grid.</p> <p>The second player chooses a number to cross out. The number must be a <u>factor or multiple of the first number</u>.</p> <p>Players continue to take it in turns to cross out numbers, at each stage choosing a number that is a factor or multiple of the number just crossed out by the other player.</p> <p>The first person who is unable to cross out a number loses.</p> | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>2. Present the facts you have researched, from task 1, in an interesting way.</p> | <p>5. Choose one of the paintings from the artist you researched in task 4 and describe how it makes you feel.</p> | <p>8. Teach a member of your family how to multiply a four-digit number by a two-digit number.</p> <p>9. Devise some multiplication word problems and share them with your family and with the Y6 team on Seesaw.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>3. Write an information leaflet on the secondary school you will be attending in September. Include an address, lessons taught, sporting activities, school badge, etc.</p> | <p>6. Draw your own interpretation of a painting from an artist of your choice.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Websites

Reading Plus

<https://student.readingplus.com/seereader/api/sec/login> (site code: rparchi)

IXL Maths & English

<https://uk.ixl.com/>

SPaG.com

<https://www.spag.com/>

Prodigy

<https://www.prodigygame.com/>

Apps



PiXL Unlock



PiXL Timestables

Both are available to download from the App Store or Google Play.

School code needed for log in: AB1832