

## Y6 Home Learning Activities Updated 04.05.20

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.

<p><b>1. Read</b> a book about an animal. It can be fiction or non-fiction. If you don't have a book at home, try looking on Reading Plus.</p>	<p><b>4. Find</b> out about World Heritage Sites. Why are they classed as World Heritage Sites? Are there any that you have heard of before? Which is your favourite?</p>	<p><b>7. Complete</b> the sudoku.</p> <p style="text-align: center; font-size: small;">Fill in the puzzle so that every row across, every column down and every 3 by 3 box contains the numbers 1 to 9.</p> <p style="text-align: center; font-size: x-small;">Medium Puzzle 1</p> <table border="1" style="margin: auto; border-collapse: collapse; text-align: center;"> <tr><td>6</td><td>5</td><td>9</td><td></td><td>1</td><td></td><td>2</td><td>8</td><td></td></tr> <tr><td>1</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td>3</td><td></td></tr> <tr><td>2</td><td></td><td></td><td>8</td><td></td><td></td><td></td><td>1</td><td></td></tr> <tr><td></td><td></td><td></td><td>1</td><td>3</td><td>5</td><td></td><td>7</td><td></td></tr> <tr><td>8</td><td></td><td></td><td>9</td><td></td><td></td><td></td><td></td><td>2</td></tr> <tr><td></td><td></td><td>3</td><td></td><td>7</td><td>8</td><td>6</td><td>4</td><td></td></tr> <tr><td>3</td><td></td><td>2</td><td></td><td></td><td>9</td><td></td><td></td><td>4</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td>1</td><td>8</td><td></td><td></td></tr> <tr><td></td><td></td><td>8</td><td>7</td><td>6</td><td></td><td></td><td></td><td></td></tr> </table>	6	5	9		1		2	8		1				5			3		2			8				1					1	3	5		7		8			9					2			3		7	8	6	4		3		2			9			4						1	8					8	7	6				
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<p><b>2. Draw</b> your own imaginary animal. Make sure you label it outlining all its features. Don't forget to upload it on to Seesaw so we can see what you have created.</p>	<p><b>5. Choose</b> your favourite World Heritage site and create a fact file. Share this information on Seesaw and with your family.</p>	<p><b>8. Solve</b> A scientist measured the temperature each day for one week at 06:00.</p> <ul style="list-style-type: none"> <li>• On Sunday the temperature was 16°C.</li> <li>• On Monday the temperature had fallen by 3°C.</li> <li>• On Tuesday the temperature had fallen by 2°C.</li> <li>• On Wednesday the temperature had risen by 6°C.</li> <li>• On Thursday the temperature had risen by 4°C.</li> <li>• On Friday the temperature had fallen by 9°C.</li> <li>• On Saturday the temperature had risen by 2°C.</li> <li>• What was the temperature on Saturday?</li> </ul>																																																																																	
<p><b>3. Write</b> an information leaflet for your imaginary creature. What does it eat? Is it tame or wild? Where in the world would it be found? How and why does it use the features you gave it?</p>	<p><b>6. Find</b> out what is the world's tallest building? What is it called, what country is it in, how long did it take to build and how tall is it?</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