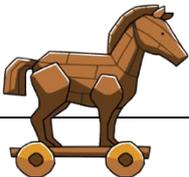


Archibald Primary School

Welcome to Y5!

We look forward to seeing you in Y5 in September. Here are some activities for you to work on over the summer to help you have the best possible start to Y5. Try to complete a few new activities each week if you can and keep going back over things you have already done to make sure your knowledge and skills are up to date. We look forward to seeing how well you have done in September!

Week Beginning: Monday 20th July		
Practice your times tables up to 12 x 12. https://www.topmarks.co.uk/maths-games/hit-the-button	Draw a picture of a Greek god or goddess. Can you invent your own and describe their powers? 	Read some pages of your book to an adult. Try to summarise what has happened and explain it to them.
Week Beginning: Monday 27th July		
Roll a dice twice to get 2 digit number. Multiply this by 2, 3 and 5. Repeat this 5 times. 	Log into your Reading Plus account and try to get a combo! https://student.readingplus.com/seereader/api/sec/login	Write a nursery rhyme out in your best, joined handwriting.
Week Beginning: Monday 3rd August		
Practice your times tables up to 12 x 12. https://www.topmarks.co.uk/maths-games/hit-the-button	Write a letter to your new teacher introducing yourself. 	Read one of Aesop's fables: http://www.aesopfables.com/
Week Beginning: Monday 10th August		
Copy out and complete these sequences: 26, 23, 20, __, __ 5, 0, -5, __, __ 0.1, 0.2, 0.3, __, __	Log into your Reading Plus account and try to get a combo! https://student.readingplus.com/seereader/api/sec/login	Find out about a famous Greek person from Ancient Greece or the modern day. 
Week Beginning: Monday 17th August		
Practice your times tables up to 12 x 12. https://www.topmarks.co.uk/maths-games/hit-the-button	Read some pages of your book to an adult. Can you make a prediction about what will happen using clues from the text?	Write your name in Greek.
Week Beginning: Monday 24th August		
Can you draw and label the Trojan Horse? 	Log into your Reading Plus account and try to get a combo!	Roll a dice four times to get a four-digit number. Repeat. Add the two four-digit numbers.

	https://student.readingplus.com/seereader/api/sec/login	Do this three times.
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