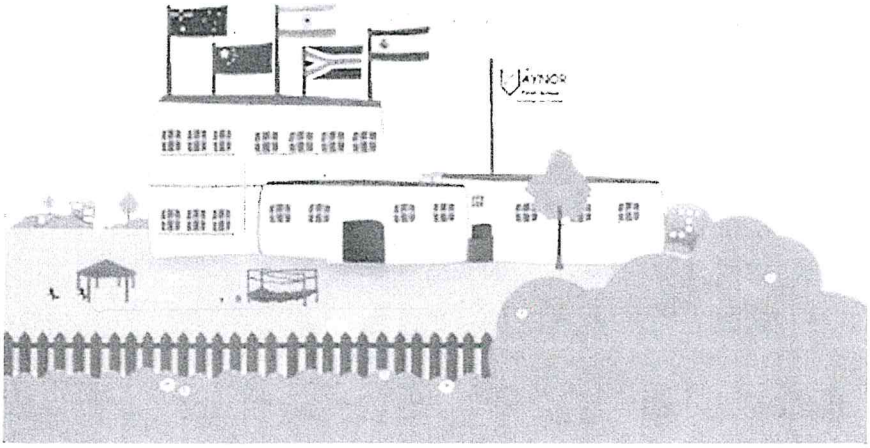
THE MAYNOR First School

Knowledge and Creativity

YEAR 3

Week 7

Home Learning Pack



Endeavour Schools Trust

Day 1	Day 2	Day 3	Day 4	Day 5
English 1: Introduction to Non-fiction genres **Education City** This half term we are studying non-fiction texts and learning how to change the style of our writing to match the features of the type and style of the text. Today you will be working through a learning screen to identify all the different genres of non-fiction texts. When you have completed the learning screens, you will move on to an activity to apply your knowledge.	**English 2: Explanation Texts: Education City** Following on from the work on non-fiction texts that we completed yesterday, we are going to start looking at the first genre which is explanation texts. Work through the learning screen first and then complete the online activity.	**English 3: Reading Text Explanations** **VIPERS: Explain** Watch the following videos to help you understand the process of volcanic eruptions. https://www.youtube.com/watch?v=LQwZwKS9RPs https://www.youtube.com/watch?v=K7Oq9_DU1Mc The key focus for VIPERS today will be to explain. Read the explanation text about volcanoes and answer the questions using evidence from the text.	**English 4: What is an explanation text?** You have been given three different explanation texts. (How volcanoes erupt etc) Look at the different texts. What differences and similarities can you identify? What is the purpose of the text? What do you notice about the way it is set out/organised? Use the 'How Volcanoes erupt', 'Water Cycle' and 'Cyclones' texts to help you identify the features of explanation texts. Tomorrow you will be writing an explanation text to explain a day home learning and how do you learn from home.	**English 5: Cold Task Writing: An explanation** Write an explanation text to explain a day home learning. How do you learn from home? Start with a question title and then explain what a day of home learning looks like. Use the modelled text provided in your pack to help you with today's writing. When you have completed the task, upload it to Tapestry for feedback. Remember this is a cold task so we only want to see what you think an explanation text should look like and then we will work on this in greater depth over the next few weeks. Try your best to include the features you already know and we will learn more about the features together next week.

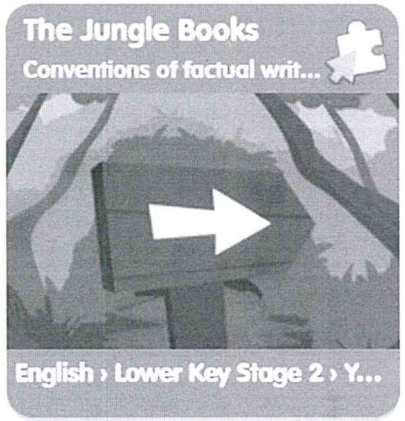
Maths 1: Education City **Speedy Pete -** **https://go.educationcity.com/content/index/25830/5/2/1** To start our new topic of Data Handling and Statistics, we would like you to visit Education City to have a go at a fun activity we have planned for you. Listen to the character discussing bar charts. Use the information to answer the questions you have been asked.	**Maths 2: Interpret bar charts** It is important children continue to read and interpret information in order to answer questions about the data. It is important that children understand the data within a bar chart and the value of bars. TASK: Look carefully at the bar chart regarding volcanic eruptions and answer the questions provided.	**Maths 3: Data handling problem solving.** Mrs Rhodes, Mr Wood, Mrs Collett and Mrs Turton recorded the number of volcano eruptions over the past year. Unfortunately, Mr Wood spilt his dinner all over the results. Can you help Mr Wood, so he doesn't get told off? Use the information from the teachers on your sheet to re-draw the pictogram. Mr Wood thanks you in advance for your help! Please upload your completed work onto tapestry for your class teacher to mark.	**Maths 4: Education City** **Carnival Graphs -** **https://go.educationcity.com/content/index/34914/6/2/1** Today we are continuing our work on data handling and statistics; we really hope you have been enjoying the work. We are hoping you are becoming experts in pictograms and bar charts. Today, you will be completing the Education City game 'Carnival Graphs.' Use the provided bar chart to answer the questions you have been asked.	**Maths 5:** Mr Wood and Mrs Collett are making pictograms to show how many eruptions have occurred in the past year. What's the same and what's different about these pictograms? Remember to think very carefully about the key and look closely at the information provided. Whose pictogram do you prefer and why?

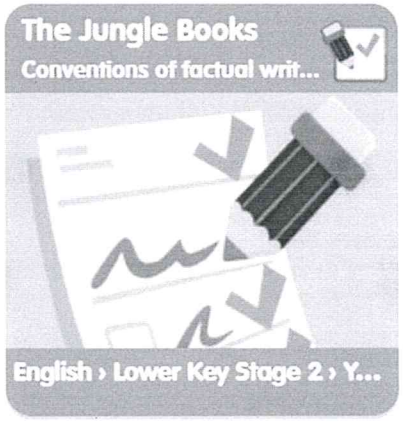
Reading 1: For today's Reading activity you will be reading the 9th and 10th chapters of The BFG. You will be completing work based on this chapter for the rest of the week, so it is important you really understand the text. Remember you can watch the video of Mrs Rhodes reading the two chapters!	**Reading 2:** **VIPER Skill – Vocabulary** For today's lesson, we will be looking at synonyms. A synonym is a word or phrase that means exactly or nearly the same as another word or phrase. Your task today is to find all the words used instead of 'said' in this chapter.	**Reading 3:** **VIPER Skill – Retrieval** Think about all the events (things that have happened) so far. Sort them into positive (good) and negative (bad) events.	**Reading 4:** **VIPER Skill – Vocabulary** In The BFG the Giant often uses words which aren't in the English dictionary. We want you to explore these words today. Task: Collect all the strange BFG words from this chapter and create a mini dictionary explaining the meanings of each word.	**Reading 5:** **VIPER Skill – Retrieval** Describe frobscottle as if you were explaining it to a friend. Task 1: Read the chapter which focuses on frobscottle. Identify all the information that describes frobscottle and use it to label the picture provided. Task 2: Create your own potion. Label your drawing using adjectives and then write a short paragraph describing what it can do!
PSHE: It's an emergency! Read through the presentation slides on the sheets in your pack. Read through making an emergency telephone call checklist which focusses on the sequence of steps necessary to making an emergency phone call.	**SCIENCE: Light Cold Task** We have completed our Science journey which explored rocks and soil. This week we will be starting our journey on light. Task: For your first activity we want to see what you	**MFL: Greetings** We are going to start learning how to speak French over the next few weeks. To start with we will learn how to greet one another in French. Follow the French speaking activity link.	**MFL: Counting 1-20** **Bonjour!** Today we are going to be learning how to count from 0-20 with Madeleine. https://www.youtube.com/watch?v=XTeDHXYCY-s	**MUSIC:** **Understanding minims and semibreves** Go through the PowerPoint which explains how a minim is worth 2 beats and a semibreve is worth 4 beats. Follow the clapping activities on the PowerPoint.

Task 1 Complete the emergency call sequencing activity. Read the 'Emergency Services Incident' cards so they can take it in turns to role-play the different positions. You may wish to use real-life props such as mobile phones and notepads. You could also encourage them to act out the scenarios to bring the role play to life and make the experience more meaningful. **Task 2** Complete the activity sheet called 'In an emergency' to apply your learning.	know. You will be given a cold task all about light. Read through the questions and answer them. If you don't know the answer, that's fine! Just try your best and show us what you know.	https://www.bbc.co.uk/bitesize/topics/zhyg9mn/articles/z4c3382 Complete the greeting activity sheet to apply your learning. Au revoir!	If you want to practise the song at the end, then follow the link below - it'+++s certainly catchy! https://www.youtube.com/watch?v=8hK4Leo2rTI Apply your learning to the activity sheet in your pack. Au revoir!	The children will then create their own patterns using the provided sheet (like those on the PowerPoint). The first three need completing before the children create their own. Can you use all the musical notes taught so far (crotchet, quaver, crotchet rest, minim, semibreve)? Can you clap out your creations? Can you get your family involved too?
PE 1: **Joe Wicks** Use the following link to Joe's PE session. Select the session you wish to do then follow the onscreen actions. https://www.youtube.com/watch?v=4hdR8Mlib3M	**PE 2:** **Super Movers** Use the following link which will take you to the BBC's Super Movers. Select the session you wish to do then follow the onscreen actions.	**PE 3**: **Change4life** Use the following link which will take you to the Change4life. Select the activity you wish to do then have a go at completing the activity outside! (weather permitting)	**PE 4:** **Cosmic Kids Yoga** Follow the link to YouTube which takes you to Cosmic Kids Yoga. Select the video you wish to do then follow the onscreen actions.	PE 5: **Tapestry PE with Jordan** Go on Tapestry and watch the videos for the warm up and skills activity by Jordan.

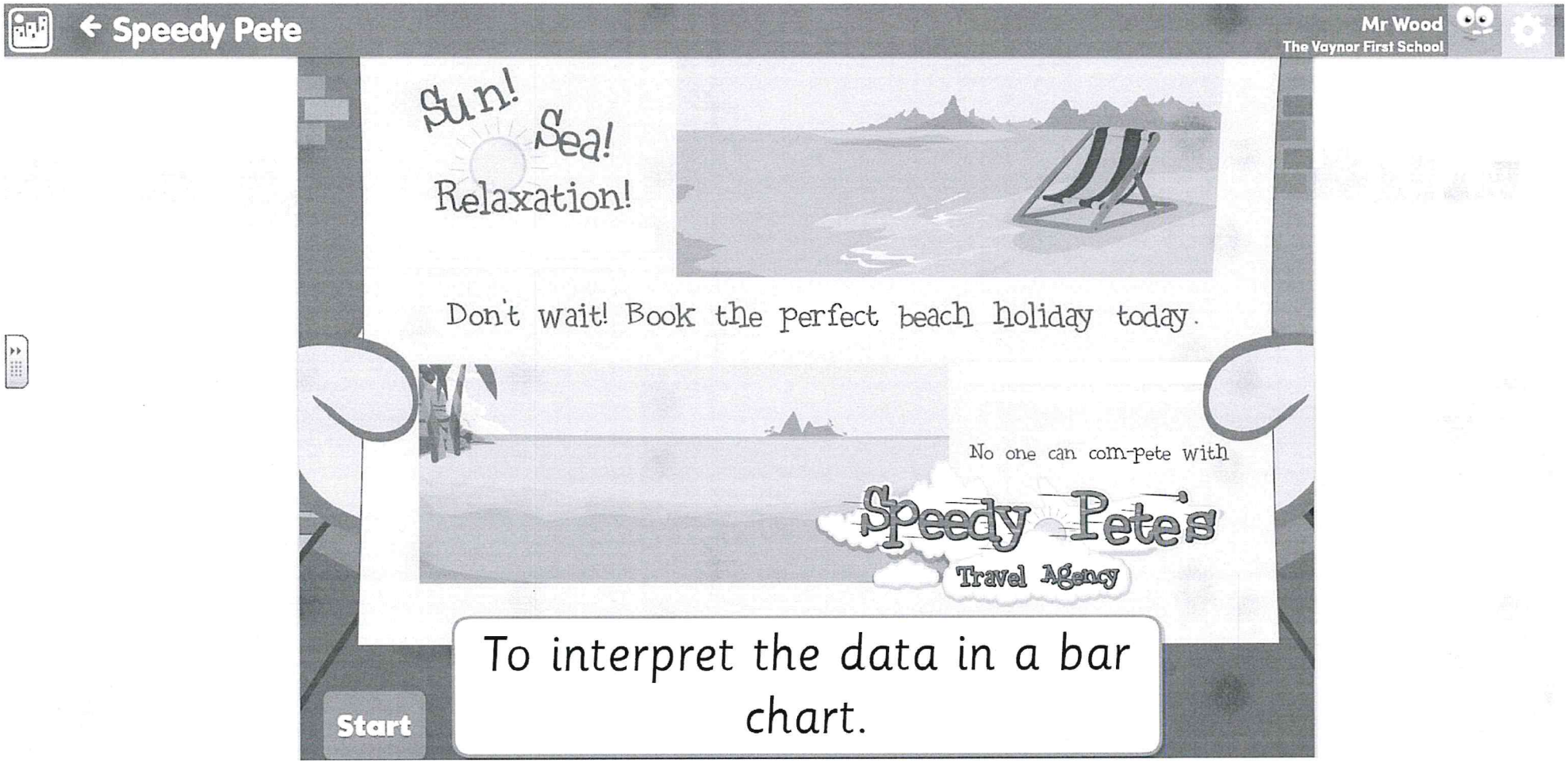
	https://www.bbc.co.uk/teach/supermovers	https://www.nhs.uk/change4life/activities	https://www.cosmickids.com/	

English Week 7 Day 1— Introduction to Non Fiction Text





Maths Week 7 Day 1— Speedy Pete



To interpret the data in a bar chart.

'Of course not,' Sophie said. 'I just love the way you talk.'

'How wondercrump!' cried the BFG, still beaming. 'How whoopsey-splunkers! How absolutely squiffling! I is all of a stutter.'

'Listen,' Sophie said. 'We don't *have* to eat snozzcumbers. In the fields around our village there are all sorts of lovely vegetables like cauliflowers and carrots. Why don't you get some of those next time you go visiting?'

The BFG raised his great head proudly in the air. 'I is a very honourable giant,' he said. 'I would rather be chewing up rotsome snozzcumbers than snitching things from other people.'

'You stole *me*,' Sophie said.

'I did not steal you very much,' said the BFG, smiling gently. 'After all, you is only a tiny little girl.'

The Bloodbottler

Suddenly, a tremendous thumping noise came from outside the cave entrance and a voice like thunder shouted, 'Runt! Is you there, Runt? I is hearing you jabbeling! Who is you jabbeling to, Runt?'

'Look out!' cried the BFG. 'It's the Bloodbottler!' But before he had finished speaking, the stone was rolled aside and a fifty-foot giant, more than twice as tall and wide as the BFG, came striding into the cave. He was naked except for a dirty little piece of cloth around his bottom.

Sophie was on the table-top. The enormous partly eaten snozzcumber was lying near her. She ducked behind it.

The creature came clumping into the cave and stood towering over the BFG. 'Who was you jabbeling to in here just now?' he boomed.

'I is jabbeling to myself,' the BFG answered.

'Pilfflefizz!' shouted the Bloodbottler. 'Bugswallop!' he boomed. 'You is talking to a human bean, that's what I is thinking!'

'No no!' cried the BFG.

'Yus yus!' boomed the Bloodbottler. 'I is guessing you has snitched away a human bean and brought it back to your bunghole as a pet! So now I is winkling it out and guzzling it as extra snacks before my supper!'

The poor BFG was very nervous. 'There's n-no one in

Week 7 Day 1 Reading

The Bloodbottler pointed a finger as large as a tree-trunk at the BFG. 'Runty little scumscrewer!' he shouted. 'Piffling little swishfiggler! Squimpy little bottle-wart! Prunty little pogswizzler! I is now going to search the primroses!' He grabbed the BFG by the arm. 'And you is going to help me do it. Us together is going to winkle out this tasteful little human bean!' he shouted.

The BFG had intended to whisk Sophie off the table as soon as he got the chance and hide her behind his back, but now there was no hope of doing this. Sophie peered around the chewed-off end of the enormous snozzcumber, watching the two giants as they moved away down the cave. The Bloodbottler was a gruesome sight. His skin was reddish-pink. There was black hair sprouting on his chest and arms and on his stomach. The hair on his head was long and dark and tangled. His foul face was round and squashy-looking. The eyes were tiny black holes. The nose was small. But the mouth was huge. It spread right across the face almost ear to ear, and it had lips that were like two gigantic purple frankfurters lying one on top of the other. Craggy yellow teeth stuck out between the two purple frankfurter lips, and rivers of spit ran down over the chin.

It was not in the least difficult to believe that this ghastly brute ate men, women and children every night.

The Bloodbottler, still holding the BFG by the arm, was examining the rows and rows of bottles. 'You and your pibbling bottles!' he shouted. 'What is you putting in them?'

'Nothing that would interest you,' the BFG answered. 'You is only interested in guzzling human beans.'

'And you is dotty as a dogswoggler!' cried the Bloodbottler.

Soon the Bloodbottler would be coming back, Sophie told herself, and he was bound to search the table-top. But she couldn't possibly jump off the table. It was twelve feet high. She'd break a leg. The snozzcumber, although it was as thick as a perambulator, was not going to hide her if the Bloodbottler picked it up. She examined the chewed-off end. It had large seeds in the middle, each one as big as a melon. They were embedded in soft slimy stuff. Taking care to stay out of sight, Sophie reached forward and scooped away half a dozen of these seeds. This left a hole in the middle of the snozzcumber large enough for her to crouch in so long as she rolled herself up into a ball. She crawled into it. It was a wet and slimy hiding-place, but what did that matter if it was going to save her from being eaten.

The Bloodbottler and the BFG were coming back towards the table now. The BFG was nearly fainting with fear. Any moment, he was telling himself, Sophie would be discovered and eaten.

Suddenly, the Bloodbottler grabbed the half-eaten snozzcumber. The BFG stared at the bare table. Sophie, where is you? he thought desperately. You cannot possibly be jumpelling off that high table, so where is you hiding, Sophie?

'So this is the filthing rotsome glubbage you is eating!' boomed the Bloodbottler, holding up the partly eaten

snozzcumber. 'You must be cockles to be guzzling such rubbsquash!'

For a moment, the Bloodbottler seemed to have forgotten about his search for Sophie. The BFG decided to lead him further off the track. 'That is the scrumdiddlyumptious snozzcumber,' he said. 'I is guzzling it gleefully every night and day. Is you never trying a snozzcumber, Bloodbottler?'

'Human beans is juicier,' the Bloodbottler said.

'You is talking rommytot,' the BFG said, growing braver by the second. He was thinking that if only he could get the Bloodbottler to take one bite of the repulsive vegetable, the sheer foulness of its flavour would send him bellowing out of the cave. 'I is happy to let you sample it,' the BFG went on. 'But please, when you see how truly glumptious it is, do not be guzzling the whole thing. Leave me a little snitchet for my supper.'

The Bloodbottler stared suspiciously with small piggy eyes at the snozzcumber.

Sophie, crouching inside the chewed-off end, began to tremble all over.

'You is not switchfiddling me, is you?' said the Bloodbottler.

'Never!' cried the BFG passionately. 'Take a bite and I am positive you will be shouting out oh how scrumdiddlyumptious this wonderveg is!'

The BFG could see the greedy Bloodbottler's mouth beginning to water more than ever at the prospect of extra food. 'Vegitibbles is very good for you,' he went on. 'It is not healthsome always to be eating meaty things.'

'Just this once,' the Bloodbottler said, 'I is going to taste these rotsome eats of yours. But I is warning you that if it is filthsome, I is smashing it over your sludgy little head!'

He picked up the snozzcumber.

He began raising it on its long journey to his mouth, some fifty feet up in the air.

Sophie wanted to scream *Don't!* But that would have been an even more certain death. Crouching among the slimy seeds, she felt herself being lifted up and up and up.

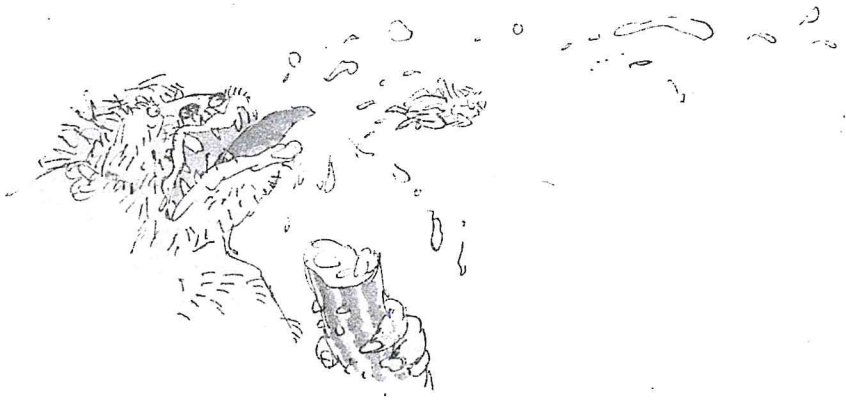
Suddenly, there was a *crunch* as the Bloodbottler bit a huge hunk off the end. Sophie saw his yellow teeth clamping together, a few inches from her head. Then there was utter darkness. She was in his mouth. She caught a whiff of his evil-smelling breath. It stank of bad meat. She waited for the teeth to go *crunch* once more. She prayed that she would be killed quickly.

'*Eeeeeowtch!*' roared the Bloodbottler. 'Ughbwelch! Ieeeech!' And then he spat.

All of the great lumps of snozzcumber that were in his mouth, as well as Sophie herself, went shooting out across the cave.

If Sophie had struck the stony wall of the cave, she would most certainly have been killed. Instead, she hit the soft folds of the BFG's black cloak hanging against the wall. She dropped to the ground, half-stunned. She crawled under the hem of the cloak and there she crouched.

'You little swinebuggler!' roared the Bloodbottler. 'You little pigswiller!' He rushed at the BFG and smashed what



was left of the snozzcumber over his head. Fragments of the filthy vegetable splashed all over the cave.

'You is not loving it?' the BFG asked innocently, rubbing his head.

'Loving it!' yelled the Bloodbottler. 'That is the most disgusterous taste that is ever clutching my teeth! You must be buggles to be swalloping slutch like that! Every night you could be galloping off happy as a hamburger and gobbling juicy human beans!'

'Eating human beans is wrong and evil,' the BFG said.

'It is guzzly and glumptious!' shouted the Bloodbottler. 'And tonight I is galloping off to Chile to swobble a few human Chile beans. Is you wishing to know why I is choosing Chile?'

'I is not wishing to know anything,' the BFG said, very dignified.

'I is choosing Chile,' the Bloodbottler said, 'because I is fed up with the taste of Esquimos. It is important I has plenty of cold eats in this scuddling hot weather, and the next coldest thing to an Esquimo is a Chile bean. Human beans from Chile is very chilly.'

'Horrible,' the BFG said. 'You ought to be ashamed.'

'Other giants is all saying they is wanting to gallop off to England tonight to guzzle school-chiddlers,' the Bloodbottler said. 'I is very fond indeed of English school-chiddlers. They has a nice inky-booky flavour. Perhaps I will change my mind and go to England with them.'

'You is disgusting,' the BFG said.

'And you is an insult to the giant peoples!' shouted the Bloodbottler. 'You is not fit to be a giant! You is a squinky little squiddler! You is a pibbling little pitsqueak! You is a . . . cream puffnut!'

With that, the horrible Bloodbottling Giant strode out of the cave. The BFG ran to the cave entrance and quickly rolled the stone back into place.

'Sophie,' he whispered. 'Sophie, where is you, Sophie?'

Sophie emerged from under the hem of the black cloak. 'I'm here,' she said.

The BFG picked her up and held her tenderly in the palm of his hand. 'Oh, I is so happy to be finding you all in one lump!' he said.

'I was in his mouth,' Sophie said.

'You was *what*!' cried the BFG.

Sophie told him what had happened.

'And there I was telling him to eat the filthsome snozzcumber and you was all the time inside it!' the BFG cried.

'Not much fun,' Sophie said.

'Just look at you, you poor little chiddler!' cried the

BFG. 'You is all covered in snozzcumber and giant spit.' He set about cleaning her up as best he could. 'I is hating those other giants more than ever now,' he said. 'You know what I should like?'

'What?' Sophie said.

'I should like to find a way of disappearing them, every single one.'

'I'd be glad to help you,' Sophie said. 'Let me see if I can't think up a way of doing it.'

Frobscottle and Whizzpoppers

By now Sophie was beginning to feel not only extremely hungry, but very thirsty as well. Had she been at home she would have finished her breakfast long ago.

'Are you sure there's nothing else to eat around here except those disgusting smelly snozzcumbers?' she asked.

'Not even a fizzwinkel,' answered the Big Friendly Giant.

'In that case, may I please have a little water?' she said.

'Water?' said the BFG, frowning mightily. 'What is water?'

'We drink it,' Sophie said. 'What do you drink?'

'Frobscottle,' announced the BFG. 'All giants is drinking frobscottle.'

'Is it as nasty as your snozzcumbers?' Sophie asked.

'Nasty!' cried the BFG. 'Never is it nasty! Frobscottle is sweet and jumbly!' He got up from his chair and went to a second huge cupboard. He opened it and took out a glass bottle that must have been six feet tall. The liquid inside it was pale green, and the bottle was half full.

'Here is frobscottle!' he cried, holding the bottle up proud and high, as though it contained some rare wine. 'Delumptious fizzy frobscottle!' he shouted. He gave it a shake and the green stuff began to fizz like mad.

'But look! It's fizzing the *wrong way*!' Sophie cried.

And indeed it was. The bubbles, instead of travelling upwards and bursting on the surface, were shooting downwards and bursting at the bottom. A pale green frothy fizz was forming at the bottom of the bottle.

'What on earth is you meaning *the wrong way*?' asked the BFG.

'In our fizzy drinks,' Sophie said, 'the bubbles always go up and burst at the top.'

'*Upwards* is the *wrong way*!' cried the BFG. 'You mustn't ever be having the bubbles going upwards! That the most flushbunking rubbish I ever is hearing!'

'Why do you say that?' Sophie asked.

'You is asking me *why*?' cried the BFG, waving the enormous bottle around as though he were conducting an orchestra. 'You is actually meaning to tell me you cannot see *why* it is a scrotty mistake to have the bubbles flying up instead of down?'

'You said it was flushbunking. Now you say it's scrotty. Which is it?' Sophie asked politely.

'Both!' cried the BFG. 'It is a flushbunking *and* a scrotty mistake to let the bubbles go upwards! If you can't see why, you must be as quacky as a duckhound! By ringo, your head must be so full of frogsquinkers and buzz-wangles, I is frittered if I know how you can think at all!'

'Why shouldn't the bubbles go upward?' Sophie asked.

'I will explain,' said the BFG. 'But tell me first what name is you calling *your* frobscottle by?'

'One is Coke,' Sophie said. 'Another is Pepsi. There are lots of them.'

'And the bubbles is *all* going up?'

'They all go up,' Sophie said.

'Catasterous!' cried the BFG. 'Upgoing bubbles is a catasterous disastrophe!'

'Will you *please* tell me why?' Sophie said.

'If you will listen carefully I will try to explain,' said the BFG. 'But your brain is so full of bugwhiffles, I doubt you will ever understand.'

'I'll do my best,' Sophie said patiently.

'Very well, then. When you is drinking this cokey drink of yours,' said the BFG, 'it is going straight down into your tummy. Is that right? Or is it left?'

'It's right,' Sophie said.

'And the *bubbles* is going also into your tummy. Right or left?'

'Right again,' Sophie said.

'And the bubbles is fizzing upwards?'

'Of course,' Sophie said.

'Which means,' said the BFG, 'that they will all come

swishwiffling up your throat and out of your mouth and make a foulsome belchy burp!'

'That is often true,' Sophie said. 'But what's wrong with a little burp now and again? It's sort of fun.'

'Burping is filthsome,' the BFG said. 'Us giants is never doing it.'

'But with *your* drink,' Sophie said, 'what was it you called it?'

'Frobscottle,' said the BFG.

'With frobscottle,' Sophie said, 'the bubbles in your tummy will be going *downwards* and that could have a far nastier result.'

'Why nasty?' asked the BFG, frowning.

'Because,' Sophie said, blushing a little, 'if they go down instead of up, they'll be coming out somewhere else with an even louder and ruder noise.'

'A whizzpopper!' cried the BFG, beaming at her. 'Us giants is making whizzpoppers all the time! Whizz-popping is a sign of happiness. It is music in our ears! You surely is not telling me that a little whizzpopping is forbidden among human beans?'

'It is considered extremely rude,' Sophie said.

'But you is whizzpopping, is you not, now and again?' asked the BFG.

'Everyone is whizzpopping, if that's what you call it,' Sophie said. 'Kings and Queens are whizzpopping. Presidents are whizzpopping. Glamorous film stars are whizzpopping. Little babies are whizzpopping. But where I come from, it is not polite to talk about it.'

'Redunculous!' said the BFG. 'If everyone is making

whizzpoppers, then why not talk about it? We is now having a swiggle of this delicious frobscottle and you will see the happy result.' The BFG shook the bottle vigorously. The pale green stuff fizzed and bubbled. He removed the cork and took a tremendous gurgling swig.

'It's glummy!' he cried. 'I love it!'

For a few moments, the Big Friendly Giant stood quite still, and a look of absolute ecstasy began to spread over his long wrinkly face. Then suddenly the heavens opened and he let fly with a series of the loudest and rudest noises Sophie had ever heard in her life. They reverberated around the walls of the cave like thunder and the glass jars rattled on their shelves. But most astonishing of all, the force of the explosions actually lifted the enormous giant clear off his feet, like a rocket.

'*Whoopee!*' he cried, when he came down to earth again. 'Now *that* is whizzpopping for you!'

Sophie burst out laughing. She couldn't help it.

'Have some yourself!' cried the BFG, tipping the neck of the enormous bottle towards her.

'Don't you have a cup?' Sophie said.

'No cups. Only bottle.'

Sophie opened her mouth, and very gently the BFG tipped the bottle forward and poured some of the fabulous frobscottle down her throat.

And oh gosh, how delicious it was! It was sweet and refreshing. It tasted of vanilla and cream, with just the faintest trace of raspberries on the edge of the flavour. And the bubbles were wonderful. Sophie could actually feel them bouncing and bursting all around her tummy.

It was an amazing sensation. It felt as though hundreds of tiny people were dancing a jig inside her and tickling her with their toes. It was lovely.

'It's lovely!' she cried.

'Just wait,' said the BFG, flapping his ears.

Sophie could feel the bubbles travelling lower and lower down her tummy, and then suddenly, inevitably . . . the explosion came. The trumpets sounded and she too made the walls of the cavern ring with the sound of music and thunder.

'Bravo!' shouted the BFG, waving the bottle. 'You is very good for a beginner! Let's have some more!'

*PSHE DAY 1 WEEK 7 *

~~09/02/2021~~

In this lesson, you are going to learn how to make an important phone call to one of the emergency services.

1

Making an Emergency Phone Call

What are the names of the emergency services?

Police

Fire Service

Ambulance

2

What Do the Police Do?

They help stop crimes.

They manage traffic and road safety.

They protect us.

- Has a police officer ever helped you? If so, how?
- When might you need to phone the police for help?

3

What Do the Fire Service Do?

They put out fires.

They help with road traffic accidents.

They can do search and rescue jobs.

- Has a fire fighter ever helped you? If so, how?
- When might you need to phone the fire service for help?

4

What Do the Ambulance Service Do?

They give emergency care to sick or injured people.

They transport people to the hospital.

They perform life-saving treatment.

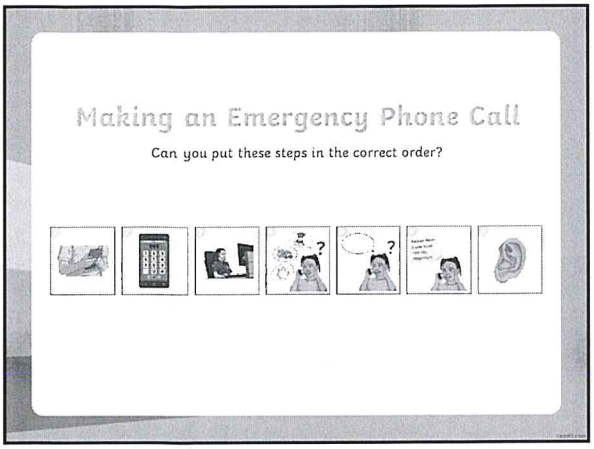
- Has a paramedic ever helped you? If so, how?
- When might you need to phone the ambulance service for help?

5

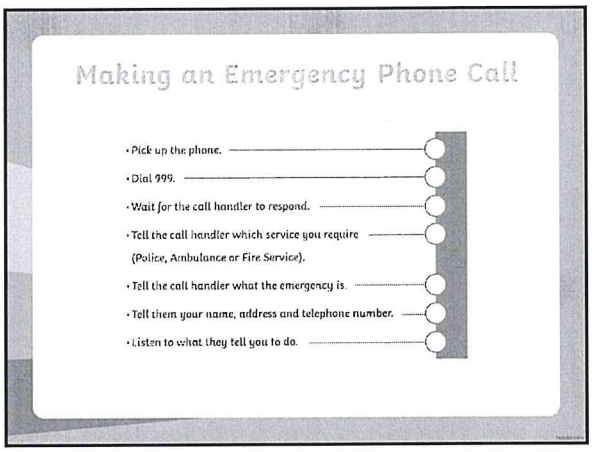
Making an Emergency Phone Call

Can you put these steps in the correct order?

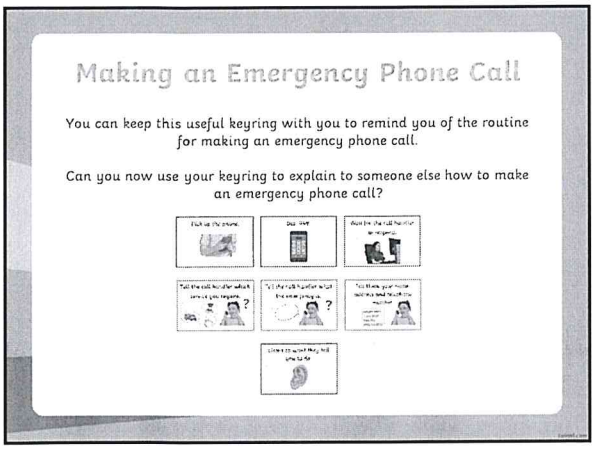
6


Making an Emergency Phone Call
Can you put these steps in the correct order?

7


Making an Emergency Phone Call
• Pick up the phone.
• Dial 999.
• Wait for the call handler to respond.
• Tell the call handler which service you require (Police, Ambulance or Fire Service).
• Tell the call handler what the emergency is.
• Tell them your name, address and telephone number.
• Listen to what they tell you to do.

8


Making an Emergency Phone Call
You can keep this useful keyring with you to remind you of the routine for making an emergency phone call.
Can you now use your keyring to explain to someone else how to make an emergency phone call?

9

Let's Role-Play Making an Emergency Phone Call
999
1 2 3
4 5 6
7 8 9
* 0 #
CALL

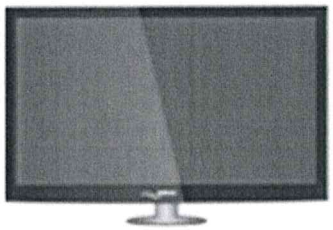
10

WHAT IS AN EMERGENCY?

Instructions: This is a 2 player game. One person has the board titled 'Emergency' and the other has the board titled 'Not an Emergency'. Cut out all of the scenarios , shuffle them and put them in a pile face down. Take it in turns to take one and put on your board if it is appropriate. If not, put to the bottom of the pile. Discuss your decisions.

Somebody is unconscious (not responding)

The television has stopped working



A grazed knee

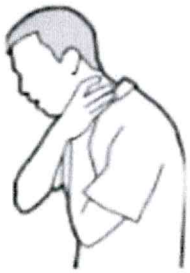
Argument with sister

A building on fire

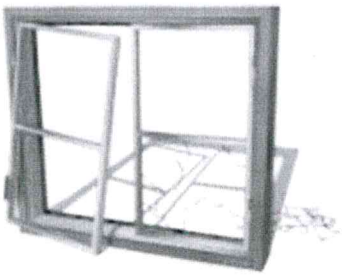
Friend doesn't want to play with you

Lost teddy bear

Someone is choking



A building has been broken into



It's an Emergency!

What number should you call in an emergency?

_____

Which services do you reach if you call 999?

_____

If you need to report an incident to the police, but it is not an emergency, what number should you call?

_____

Similarly, if you need medical advice but don't consider the situation to be an emergency, what number should you call?

_____

What would you do if your friend dared you to make an emergency call? This is known as a hoax call.

_____

_____

_____

Match the situation to the action.

Incidents

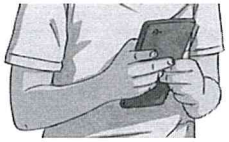
You spot a fire in a bin outside some flats.	Report the incident to Police Scotland on 101.
You fall off your scooter in the park; you can walk, but have grazed your knee badly.	Phone 999 and ask for the fire service.
You have a high temperature and have been vomiting through the night.	Ask a grown up for first aid.
You wake up to discover a window in your car has been smashed.	Dial NHS 24 on 111.
There's a man hanging around the park; he looks suspicious and begins shouting at a crowd of young people.	Phone 999 and ask for the police.

Making an Emergency Phone Call Sequencing Cards

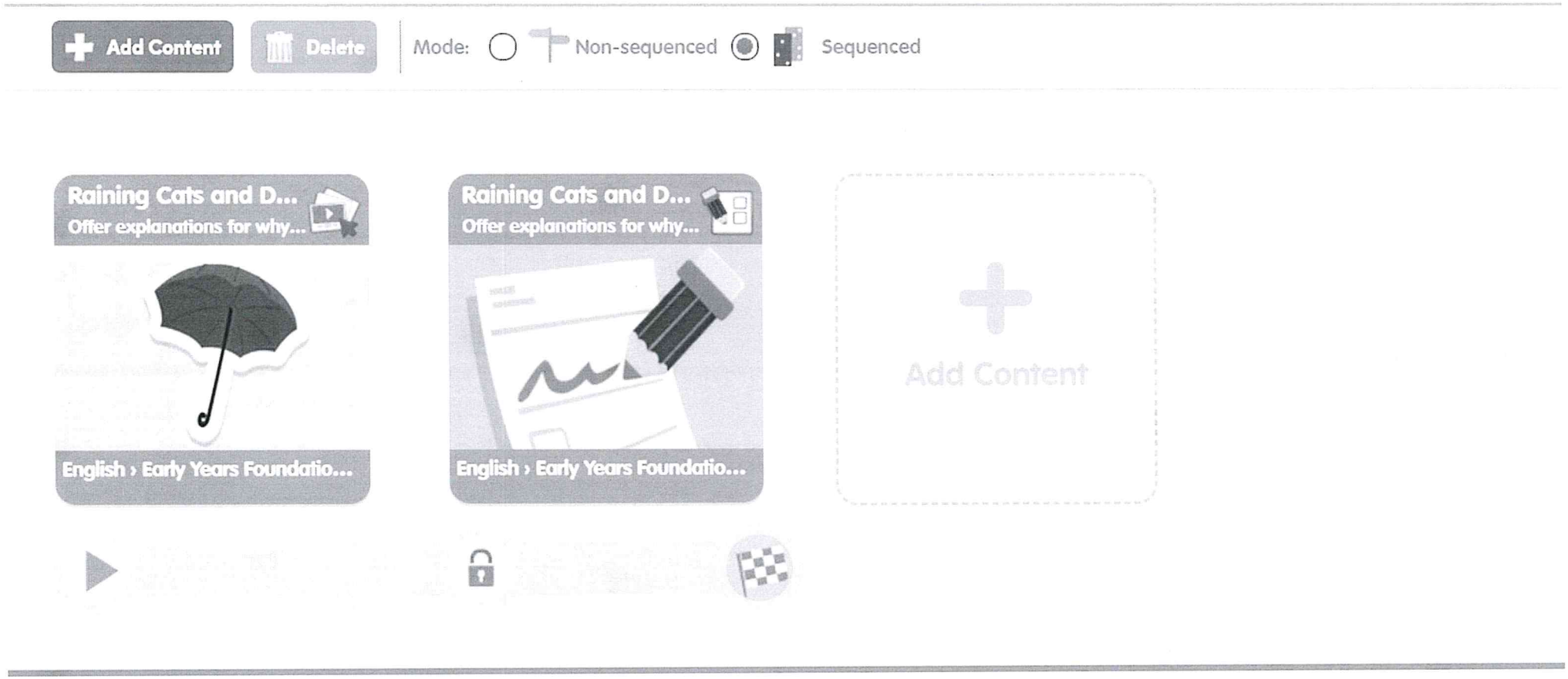
1	2	3	4	5	6	7

twinkl

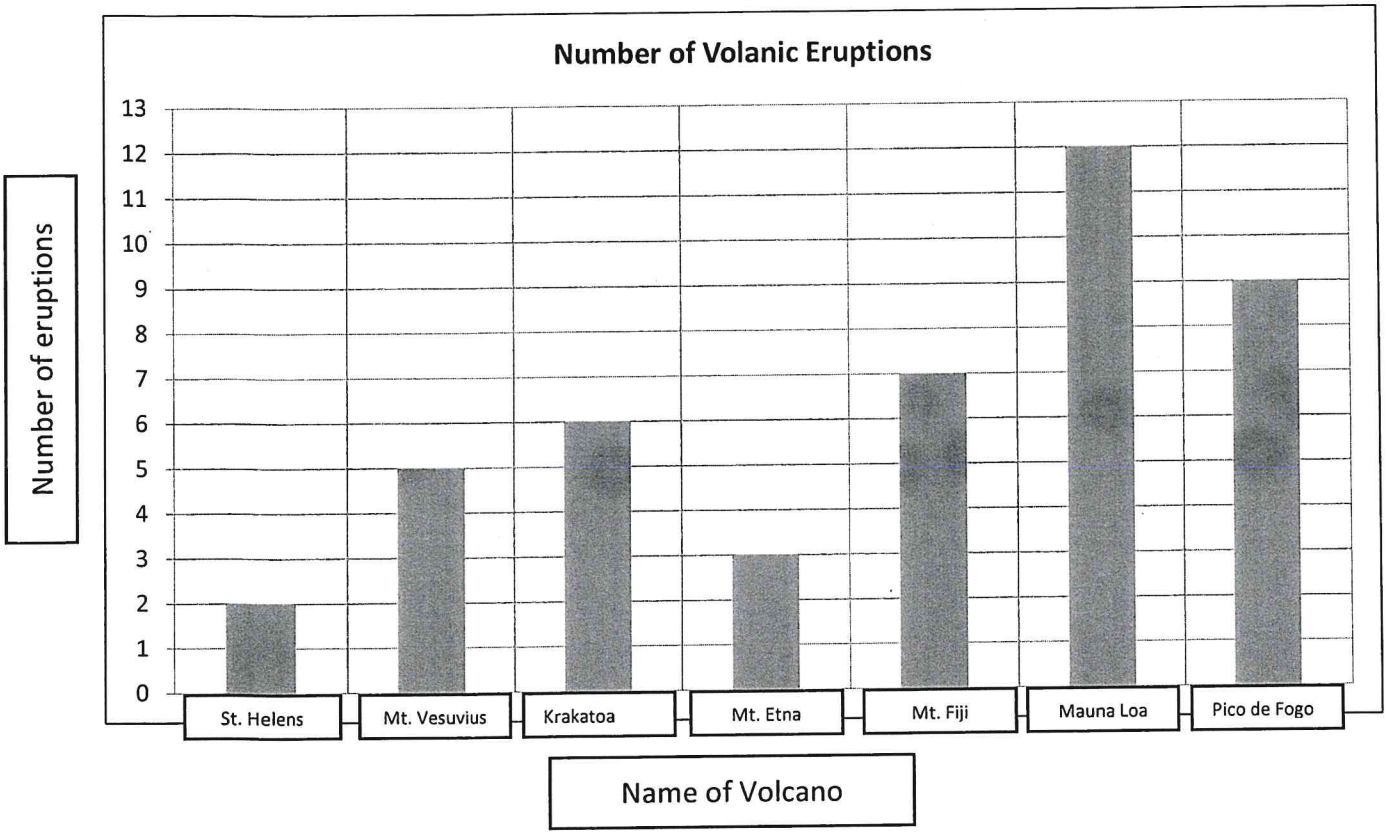
visit twinkl.com

						
Pick up the phone.	Dial 999.	Wait for the handler to respond.	Tell the call handler which service you require.	Tell the call handler what the emergency is.	Tell them your name, address and telephone number.	Listen to what they tell you to do.

English Week 7 Day 2— Introduction to Explanation text genre



Week 7 Day 2 Maths



Use the information from the graph to answer the following questions.

1. Which volcano had the most eruptions? _____

2. Which volcano has the least amount of eruptions? _____

3. How many more eruptions did Mauna Loa have compared to Mt. Etna? _____

4. Which volcano had the second most eruptions? _____

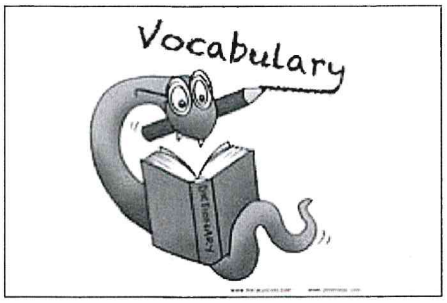
5. How many volcanic eruptions were there altogether? _____

6. What other questions could we ask about this graph?

_____

_____

Week ~~7~~ 5 Day 2



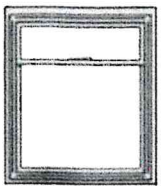
Reading 2: For today's reading session you will be exploring synonyms. A synonym is a word or phrase that means exactly or nearly the same as another word or phrase. Your task today is to find all the words used instead of 'said' in this chapter.

Synonyms for 'said'

SCIENCE WEEK 7 DAY 2

Light Cold Task

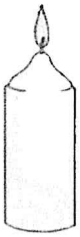
1, Circle the images that are a source of light



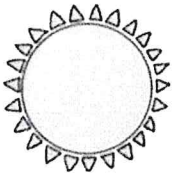
a window

a mirror

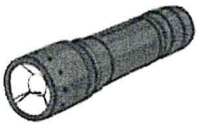
the Moon



a candle



the Sun



a torch

2. What is dark?

_____

_____

_____

3.Complete the sentence

Light travels _____ , from a light source to an object.

4. What happens if you shine a torch on a shiny surface?

_____

_____

_____

_____

_____

5 Why do you think road signs are made out of reflective materials?

_____

_____

_____

6. Complete the table

Statement	**True** or **False**
Light reflects better off rough surfaces	
Cats' Eyes on roads reflect car headlights	
The Sun helps people make vitamin D	
We can see UV light	

7 Name the colours in the visible spectrum.

_____

_____

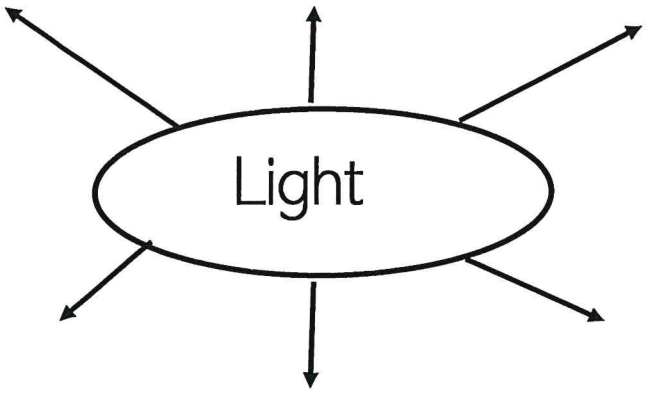
_____

_____

8. Connect the correct explanation to the word

Word	**Explanation**
Transparent	Lets **some** light pass through but you can't see clearly through it.
Translucent	Does not let light pass through at all.
Opaque	You can see clearly all the way through.

9 Explain how a shadow is made?

10. How do you make a shadow bigger?

Finally record any facts that you know about light below