

PSHE: Wellbeing

Think about your class and our trip to Sky Studios. Create a poster that could help people feel better when they are feeling low and what they can do to help their own wellbeing!

- ☐ encouraging respectful language
- ☐ making group activities inclusive to involve everyone
- ☐ A healthy balanced diet
- ☐ Exercising at least once a day

Explain how each action can make a difference to someone.

Challenge: Present your idea at home and see if anyone you talk to about wellbeing listens to you and makes changes to help themselves.



Arithmetic

Write your own set of arithmetic questions.

Include adding and subtracting whole numbers and decimals. Represent these in different ways (bar model, part part whole model) then answer them.



Year 6 Spring 1 Homework Matrix

Remember, every week please continue to

- Read daily for 20 minutes. If you are unsure of a word, research it and learn it and try to use that word in your writing.
- Practise your times tables using Times Tables Rockstars

We LOVE seeing your homework! Please bring it in and show your class teacher.



Writing Task

Prediction - what is this about?
What might happen in the story from the book cover?

Maths: The Recipe Multiplier

Choose a recipe at home or from a cook book.

1. Identify the ingredient quantities.
2. Recalculate the recipe for half, double, or triple the number of people.
3. Present the calculations clearly.

Challenge: Work out the approximate total cost using supermarket prices.



Vocabulary Builder

Select 5-10 ambitious words from your reading book. For each word, write the following:

- ☐ a definition
- ☐ a synonym/antonym
- ☐ a sentence using it accurately.

Challenge: Create a mini glossary for the Year 6 classroom.

Aa accommodate accompany according achieve aggressive amateur ancient apparent appreciate attached available average awkward	Cc category cemetery committee communicate community competition conscience conscious controversy convenience correspond criticise curiosity	Ee embarrass environment equipment equipped especially exaggerate excellent existence explanation	Hh harass hindrance Ii identity immediate immediately individual interfere interrupt
Bb	Dd	Ff familiar foreign forty frequently	Ll language leisure lightning

Board Game

You are going to become a mathematician, game designer and inventor!

Your mission is to create your very own maths board game.

You can make your game however you like — it could be a race, a strategy game, a mystery game, an adventure, a battle, a treasure hunt or something completely original!

The Most Important Rule

Your game must involve maths.

Once created, bring it into school and we can have a game or two!

