

# Nightingales and Kingfishers' Unexpected Adventure Trail Weeks 1-2



Instead of going to school for a short while, you can go on a 'Unexpected Adventure Trail' to make sure that you keep up with your learning. Your teachers have set out some tasks for you to complete but where you take your learning to after that, is up to you. You can extend it in any way you like.

So put on your backpack of essential skills and get going!

Monday 23rd March to Friday 3rd April 2020



## Reading

Challenge yourself to read at least once every day. Share some of your reading with an adult at home and answer their questions about the storyline, the characters and the author's word choice. Write a review of a book you have read, write an additional chapter for your favourite book or put together a character study. You could write a character description, considering both appearance and personality.

Be a detective! Choose a chapter or section from your book, How many interesting adjectives or prepositions can you find?

## Writing

Write an adventure story based on Dr Dolittle's voyage. Use the characters from our book or create your own. What will he discover? What adventure will occur? Which countries or continents will he visit?

Create a Venn diagram to compare villages and cities. Use this information to write a paragraph to explain the similarities and a paragraph to explain the differences. Think about what it would be like to live in these places.

Which would you prefer to live in and why? Write a persuasive piece of writing to argue your opinion. Remember to consider others points of view. Use your modal verbs and adverbs of probability. Include a conclusion.

## Maths

Please log in to Mathletics and complete the work that has been set.

Also focus on:

Fractions -

- Fractions of shapes
- Fractions of amounts
- Comparing and ordering fractions
- Equivalent fractions, including improper fractions and mixed numbers.

Continue to work on your times-tables.



## Learning Adventure

### Science Skills

Think about our animal classification groups. Find out how different animals are adapted to their habitats. What special qualities do they have to help them live in their environment? Display or present this information in a creative way.

We have also set 1 habitat task on Purple Mash.

## Learning Adventure

### History Skills

Historically Ashford Kent was known as a market town. Can you imagine or research what Ashford markets would have been like. What kind of markets might there have been? Where were the markets? Write a paragraph to explain how shopping for groceries may have been different. Compile a list of questions you would like to ask somebody who lived in Ashford during this time period.

## Learning Adventure

### Geography Skills

Look at the ordinance survey map symbols you have been given. Predict or research what these symbols mean.

Can you design some of your own symbols. For example: toy shop, opticians, supermarket etc.

We have also set 2 map tasks on Purple Mash.

## Creative Adventure

Design a boat for Doctor Dolittle to sail back from Africa in. Consider what materials would be best to use and why. How many cabins will you need for his passengers? What will his passengers need aboard the ship? Where will they store their food? How will they keep entertained?

Label your diagram with details of the ship.

Create a floor plan of the interior of the ship, like we have done for during ICT.

## PE

Plan a dance routine to a favourite song. Perform it to someone in your house.

Research a famous tennis player or dancer and create a fact file about their career and lives.

## RE / PSHE

Write a letter to someone who is self isolating to cheer them up. Consider telling them what you have been doing and what helps you stay busy and keep happy.

**Don't forget, you can expand or add to these tasks. They are just the starting point.**

