

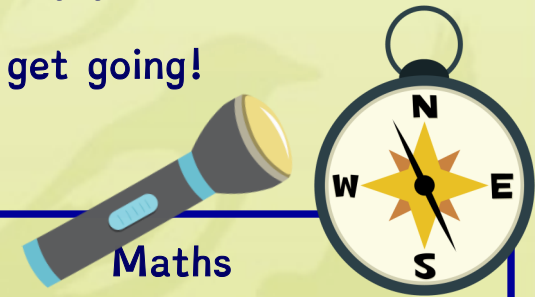
Magpies and Cuckoos' Unexpected Adventure Trail Weeks 5-6



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 4th May to Friday 15th May



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.

For your reading task you will need to use the guidance page [The Tale of Mighty Beowulf](#). There is a shortened version of the tale at the end of the guide—**make sure you have read this first before attempting any of the Reading or Writing tasks**. There is a link to an animated version you could watch after. On this guidance page you will also find Vocabulary, Inference and Grammar questions to complete on what you have read.

Create a flow map to summarise what you have read. An example has been provided on the guidance page.

Learn a section of the poem and recite it aloud. Could you add any actions or sound effects to bring the poem alive to your audience?

Writing

Our writing will focus around the tale of Beowulf. Before starting these tasks, read through [Descriptions for Story Writing](#) and [The Tale of Mighty Beowulf](#). You will notice there are bronze, silver and gold challenges for your writing—make sure you set yourselves a suitable challenge!

Write a description of Beowulf (or your own warrior character if you want a challenge) entering Heorot or getting off the boat to go to Heorot. Use the 'show not tell' technique explained on the guidance page.

We would like you to plan a new monster and its lair for Beowulf to fight. We have included suggestions on how you could present your monster on the Guidance Page. Think carefully about the verbs and adverbs that you use to describe the monster's movements.

Using the description, action, dialogue (DAD) technique, write a conversation between Beowulf and Hrothgar, where the result is Beowulf agreeing to confront the monster you have created. Look at the Guidance sheet for an example and ideas.

Maths

Our maths tasks will be focused on **calculating with decimals**. Some of this will be new to you so please use the guidance pages to help you. First we will be looking at [Adding and Subtracting Decimals](#), then we will move onto [Multiplying and Dividing Decimals by 10, 100 and 1000](#).

Each day we will set a new task on Mathletics. Don't forget there is a 'help' option with each task if you need support. We would also like you to begin to revisit tasks in which you scored less than 70%. Remember to always have a pencil and paper on hand to support your working out.

Some tasks will be set on Purple Mash to help you consolidate your learning, so keep an eye out for these.

Is there a set of times tables that you still find tricky? Create a song to help you memorise them.



Learning Adventure

Geography Skills

We have looked at large-scale maps earlier in the year, when we looked at the Antarctic. We are now going to start zooming in, looking at and using maps in more detail. Look at our [Map Skills 1 Guidance Page](#) to find out about Ordnance Survey Maps and to find a copy of a section of one showing Ashford. Your tasks are outlined in more detail on the [Guidance Page](#) but involve you looking at the **symbols** used on OS Maps and identifying **four-figure grid references**.

Creative Adventure

Create your monster or monster's lair using materials from home. This could be a painting, sketch, drawing, collage, model or use a combination (multimedia). Then complete the evaluation questions below.

Evaluation: What are you most impressed with? The detail? Use of materials? Use of colour?

If you were able to have all the materials you wanted, what would you do differently and why? What effect would you want this material to have on your work or someone looking at your work?

PE

Take part in a form of exercise (walk, bike ride, dancing, Joe Wicks, games in the garden) each day and keep a [movement journal](#) to track your progress.

Learning Adventure

History Skills

In your last Unexpected Adventure Trail you completed lots of research on the Anglo-Saxons. All of this learning will help you with the tasks below.

Create a 'Guide to Anglo-Saxon Britain'. Before starting this task, read through the example guide we have created for you ([A Guide to Victorian Britain](#)). You can choose to present this task however you see best.

This year we have looked at both the Victorians and the Anglo-Saxons. We would like you to compare them using a double bubble map or another method of your choice. Are there any similarities between the two periods? What are the key differences?

The Anglo-Saxons left many legacies behind. We would like you to investigate the story of Hengest and Horsa. Use our guide ([The Legacy of Hengest and Horsa](#)) to investigate the story, then create a story map that you could use to re-tell the story to someone else.

RE / PSHE

Take a look at the [People Who Help Us](#) guidance page to carry out some research on the NHS. Create your own leaflet explaining what the NHS do and how they help us.

[What does it mean to be a Muslim in Britain today?](#) Read through the guidance page and complete the tasks at the bottom of the page.

Learning Adventure

Science Skills

This term we will be focusing on the life cycles of different organisms. First we would like you to look at plants. Read through the [Plants and their Life Cycle Guidance Page](#) before completing the tasks below—look out for the **Super Scientist Challenges** on the [Guidance Page](#)!

Part of a Plant Task on Purple Mash. Challenge: Can you explain why each of the parts are important? What is their purpose/function?

Life Cycle (including parts of a plant) task on Purple Mash. Once you have found out about the anatomy of a flower, you could dissect a flower to find these parts (remember to ask an adult first!).

Create a comic strip to show the life cycle of a plant. You **MUST** include the words: **germination**, **pollination**, **seed dispersal** and **fertilisation**.

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

