

Hello all and welcome to week four of our home learning!

Word Games:

- **Don't say it!** Use the words below or think of your own words. Take it in turns to choose a word to describe without using the word at all.

strawberry	mountain	snow	tennis	butterfly	post van
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- **Alliteration game - Alison is an architect in Australia!** Select a letter of the alphabet. Each person playing then needs to generate a name, profession and place that all begin with the same letter.
- **What can it do?** Pick one of the words below. Can you think of five things that it can do or that can be done with it? E.g. a tiger – pounce, roar, prowl, growl and sleep

apple	giraffe	spaceship	tree	pencil	dog	book
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- **Word Association** - One player starts by saying a word. The next player says a word that is related to the first word. It can be related in any way. If another player cannot see how the words are connected, they can challenge and the connection needs to be explained. Keep going until a word is repeated or a connection cannot be explained. Here's an example: Christmas-trees-leaves-float-balloon-birthday.
- **Word Rounds** – Choose one of the categories below (or make one up of your own). Go round in a circle with each person saying an item/idea connected to this category. You could set a timer and see how many you can think of in a minute.

animals	clothes	jobs	countries	names	sports
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- **Adjectives game**– Pick a letter of the alphabet. Each person then takes it in turn to describe a cat (or something else) using this letter e.g. If the letter t is chosen, player one might say, 'The cat is a tame cat', player 2 might say 'the cat is a talking cat'. Continue until you can't think of anymore adjectives.

[Why not also play games like Boggle, Scrabble and Banagrams?](#)

Reading ideas:

- After you have read, create a **3-2-1** response by writing down **3** things that have happened, **2** words or phrases you found interesting and **1** thing you are wondering about.
- You could create a story box about a book you have read recently. You would need a shoe box or another small box, and some other art materials. You could then recreate one of scenes from your story in the box. This idea can also be used for non-fiction books too.
- Try one of the reading response activities from the 'menu' on the next page.

Writing:

Animal Super Hero

Design your animal superhero (see instructions below). Once you have designed your superhero animal, you could:

- Write an adventure story involving your superhero animal
- Write a newspaper style report about something amazing your superhero animal has done
- Create a comic book story about your superhero animal

You could also find out about some real-life superheroes!

Something to think about and talk about...

Would you rather live in the rainforest or in a desert?

Would you rather dance with an octopus or have dinner with an alligator?

Would you rather be able to run as fast as a cheetah or fly like an eagle?

Would you rather go on an adventure with a pod of dolphins or a herd of elephants?

Discuss your ideas with your family. Remember to give your best reasons when explaining your choice.

SUPERHERO

Animals can do some pretty amazing things. They can breathe underwater, fly, change colour or lift 50 times their bodyweight!

Imagine if one animal could do all these things at once! Would they be a match for superheroes like Superman and Spiderman? It's up to you to decide! Create your own animal superhero capable of saving the world!



STEP 1

What superpowers would your animal superhero have? Would your superhero be able to fly like a bird, or change colour like a chameleon? Make sure they are real-life things that animals can do!

STEP 2

Now it's time to design your animal superhero. Get inspiration from as many different animals as you like. Your animal superhero could have sticky feet like a gecko, wings like a bird or a sting like a wasp!

STEP 3

Write down your animal superhero's powers, and how they could use them to save the world. Make sure you give your superhero an exciting name!



Reading Response Menu

<p>Dear Diary</p> <p>Choose one of your characters from your book and write a diary entry of a key moment from the story.</p> <p>You could also complete this activity about a real-life person from a non-fiction book, choosing a key event in their life.</p>	<p>A user manual</p> <p>From a book you have just read, select an important object and create a user manual, saying how to use the object correctly and how to take care of it.</p> <p>Use any important information learnt from the book as well as any other information you consider to be important.</p>	<p>Three Wishes</p> <p>A genie arrives in the middle of the story you have just read and grants the two main characters three wishes. What do they wish for and why?</p> <p>Finally, would their wishes have changed anything about the story? How so?</p>
<p>Map it out</p> <p>Try drawing a map of one of the places from your book. This could be a real-life place from a non-fiction book or a setting from a story. Make it as detailed as possible.</p>	<p>A perfect job</p> <p>Select a character from a book and consider what might be a good job for them. Explain why your character would be perfect for this job.</p>	<p>Timeline</p> <p>Can you create a timeline showing the key events in a story you have read?</p>