

Good morning Year 5!



A. $377 + 40 =$	B. $7,643 + 1,339 =$
C. $3,327 + 4,375 =$	D. $\frac{1}{4}$ of $36 =$

Thursday 5th September

Read through with your partner and discuss.

When the Reek came, it came *fast*.

That's what surprised everyone. I mean, we'd all heard the warnings about polluting the ground, the seas, the air. We knew we were heading for disaster – we had to fix things *now*, before it was too late! And all the politicians said, "Yeah, yeah we'll do it tomorrow." Acting like a kid with their homework, you know? Saying, "Tomorrow. We'll fix things tomorrow."

And then something happened.

What predictions can you make?

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And then something happened.

*annotate

Why?

Thursday 5th September 2024

LO: To slow write a setting desription.

To describe a setting description, it needs to flow from one event/observation to the next. In what order would these events take place?

Steps inside the new world

Opens the door

Sees a gentle river and plants bursting with life

Sees an old, creaky door

1.	
2.	
3.	
4.	

You spotted a strange door and describe how what it was like and how you responded to it. You decided to open the door - what's inside? In this write, you are expected to use lots of language features. Can you write three features below that you will include?

Success criteria	
_____ person	
_____ tense	

What is good about this WAGOLL?

Find the three language features that you put in your checklist in this WAGOLL. Underline or highlight to show understanding.

I slowly scanned the ancient door, that was carved with intricate patterns and decorated in a string of silver webs. A sliver of dusty light filtered through the cracks, tempting me to see the other side. With a trembling hand, I reached out for the brass handle and carefully twisted it. A loud creak rumbled around the empty room. One more deep breath before I pushed again, this time leaning in with my shoulder. The door groaned as it revealed an extraordinary sight.



Of all the things to come across, I did not expect to find this _____, _____ door.

It must have been _____ old! I could tell by its....

As I looked closer, I saw...

I thought to myself,.....

Feeling _____, I decided to...

The _____ door as I...



Using these sentence stems, fill in the blanks where there are _____ and finish the sentence where there are ...

If you are feeling super confident, you can write your own sentences with these as prompts.

Here is a fill in the blank version if you need further support.

Of all the things to come across, I did not expect to find this door.

It must have been _____ old! I could tell by its _____,
_____ frame because it was covered in _____
cobwebs.

I looked closer and _____ a shimmer of sunlight through the
keyhole.

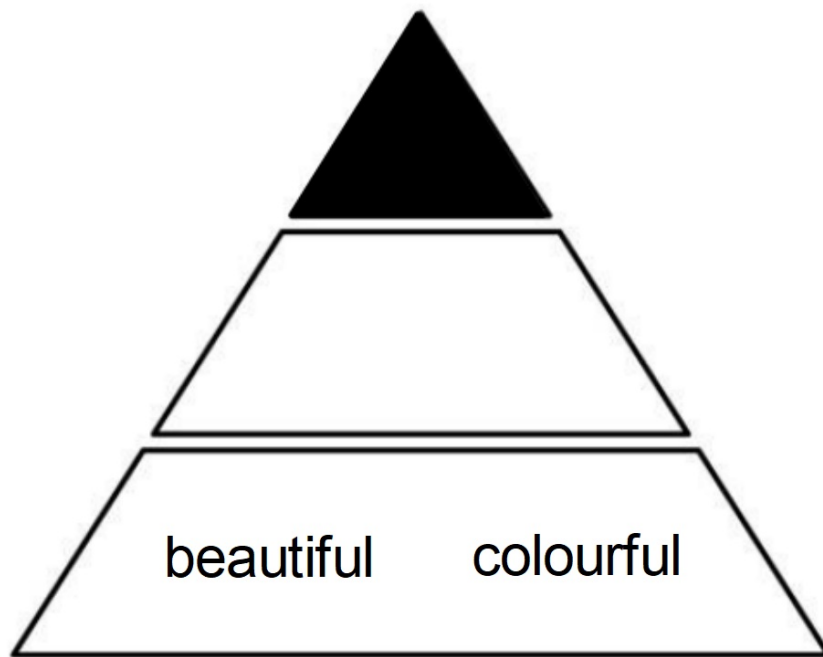
I thought to myself, _____.

Feeling _____, I decided to _____ the door and
_____ inside.

The _____ door _____ behind me...

LO: To slow write a setting description.

These two adjectives are Tier 1 vocabulary. Can you write two synonyms for both of these words to uplevel them to Tier 2 vocabulary?



What is good about this WAGOLL?

Go back to your checklist - underline or highlight the three features that should be included in your setting description.

In front of me, an array of colourful flowers burst through luscious, green fields. Sapphire blue water swayed through it like a snake and shoals of fish wiggled along. A gentle breeze tickled my cheek as I stepped into this magical world. Never before had I seen so much brightness, it was beautiful. Butterflies floated gracefully past me, whilst birds chirped happily in the treetops. I shut the door. I wanted to stay a while longer...

Extension: can you spot our two Tier 1 adjectives? Uplevel these to make our WAGOLL even better.



All at once, I was introduced to a magical new world.

My eyes immediately **looked at** the...

I was invited in by....

This was so different to my world. My world was....

I wanted to **know more**. _____, I stepped further **into**

Using these sentence stems, fill in the blanks where there are _____ and finish the sentence where there are ...

If you are feeling super confident, you can write your own sentences with these as prompts.

Here is a fill in the blank version if you need further support.

Immediately, I was introduced to a _____ new world.

My eyes _____ at the sight of _____, _____ wildlife
as I listened _____ to _____ birds.

Through _____ grass, a _____, _____ river flowed
_____.

This was so different to my world. My world was _____ and
_____.

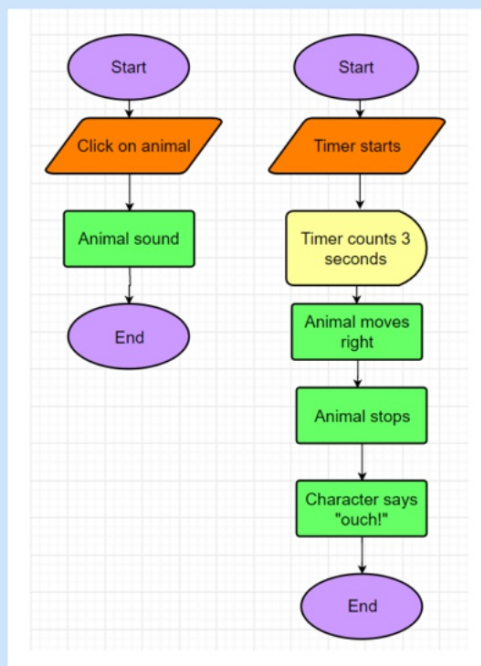
I wanted to know more. After a few minutes of observing and
thinking, I decided to...



Algorithms and hardware and software Lesson 2

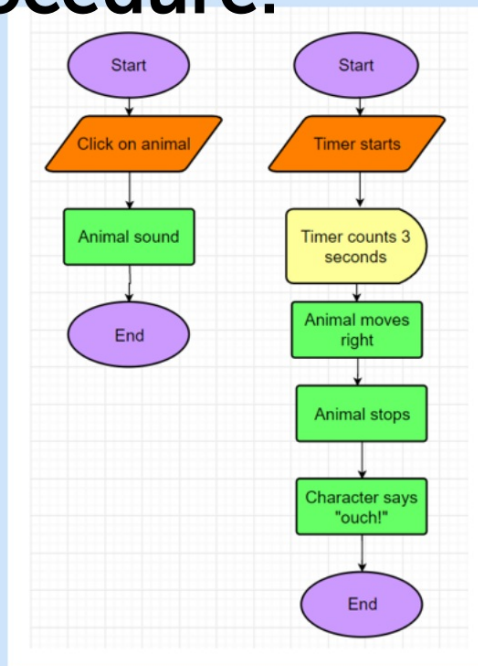


This is called a flowchart.



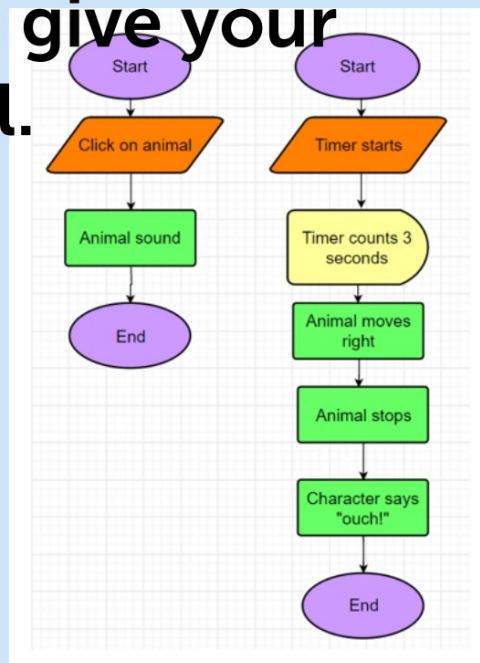
What do you think will happen when we press start?

Each part to this flowchart is called a procedure.



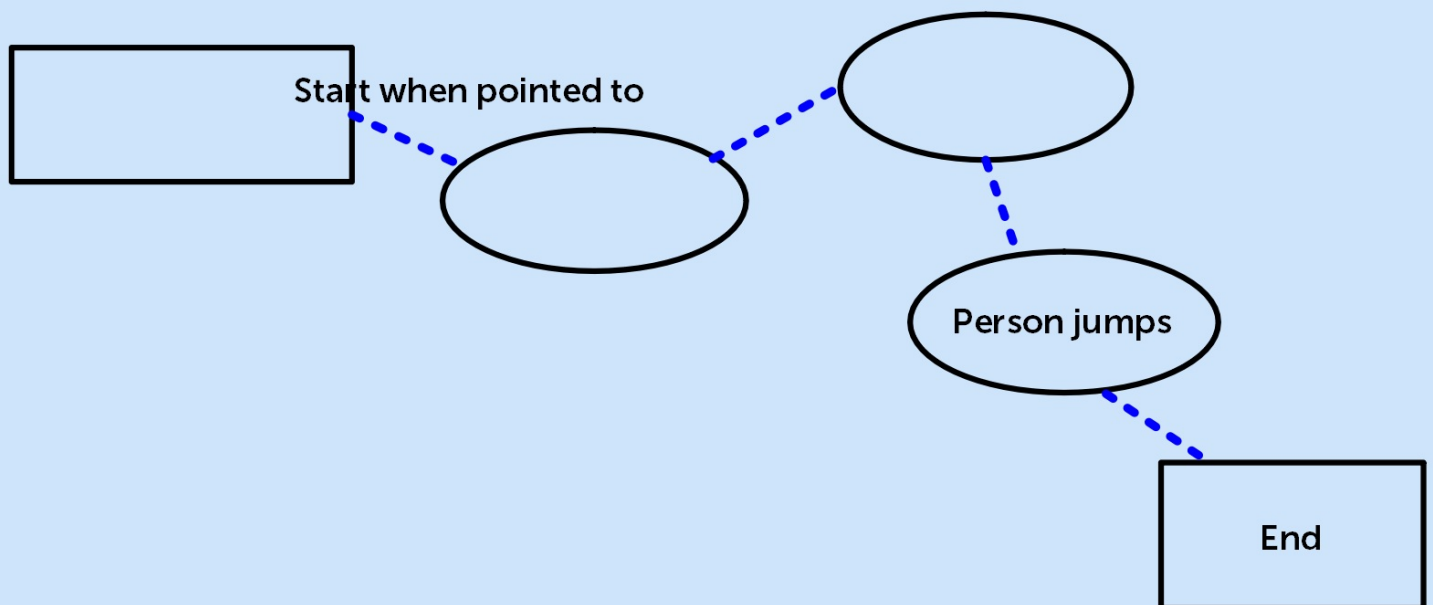
Why do you think the procedures need to be specific?

On your whiteboards,
change one of my
flowcharts to give your
own end goal.



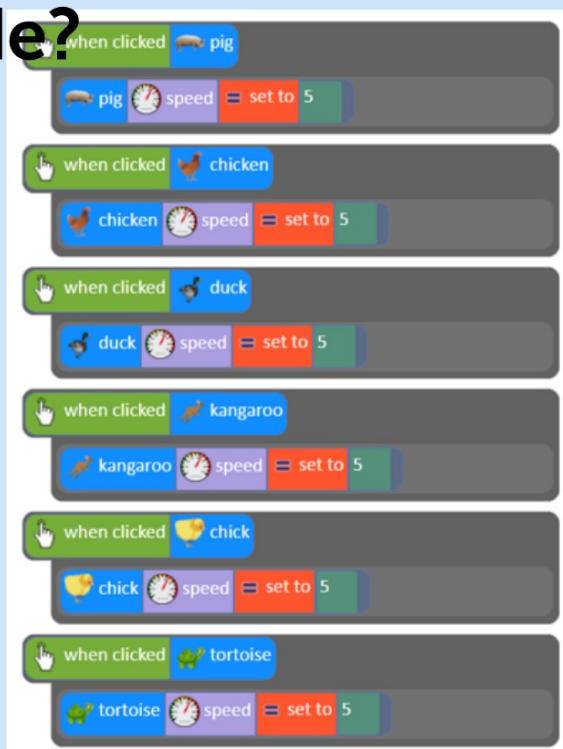
EXT: Can you plan a
flowchart that your

How else could I get to this outcome?



EXT: How many different ways can you think of?

What procedures can you spot in this code?

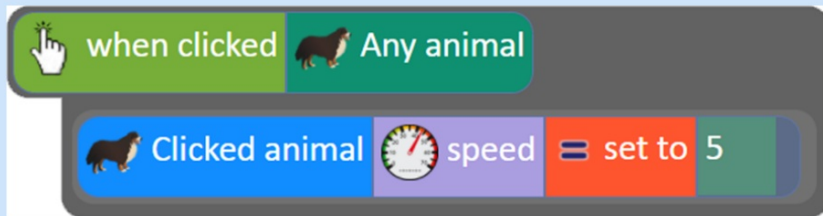


What's similar?

What's different?

How could I improve this

What has changed now?



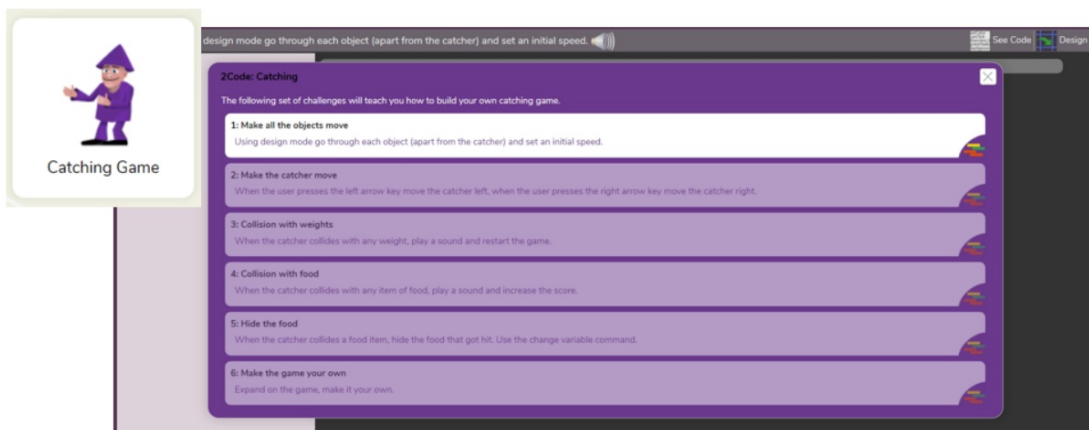
Will my outcome be different? How?

Log into PurpleMash and try the 'Catching game'.

Catching Game

Sl

Let's open [Catching Game](#) ready to work through it together.



The screenshot shows the 'Catching Game' interface in PurpleMash. On the left, there is a character icon labeled 'Catching Game'. On the right, a list of challenges is displayed:

- 1: Make all the objects move**
Using design mode go through each object (apart from the catcher) and set an initial speed.
- 2: Make the catcher move**
When the user presses the left arrow key move the catcher left, when the user presses the right arrow key move the catcher right.
- 3: Collision with weights**
When the catcher collides with any weight, play a sound and restart the game.
- 4: Collision with food**
When the catcher collides with any item of food, play a sound and increase the score.
- 5: Hide the food**
When the catcher collides a food item, hide the food that got hit. Use the change variable command.
- 6: Make the game your own**
Expand on the game, make it your own.