

Home Learning Activities March 2023

Please see below our new menu for Home Learning Activities for the coming weeks.

We would like the children to select **at least two different tasks**. We will share the pieces of topic work in the week beginning **Monday 27th March**. You are also welcome to send in photos, if easier.

Schools in the Past:

1. Make a diary for a week in a Victorian School. What activities would you have taken part in? What objects would you have used? (think about what you learnt from the Museum box and the Museum visit).
2. Make a poster showing some of the rules from a Victorian Classroom.
3. Find out about Queen Victoria and present what you have found out in a poster, booklet or PowerPoint.

Easter:

1. Make an Easter/Spring themed container for an egg (real or chocolate). For example, this could be in the shape of a basket or a box. It needs to be able to keep your egg safe and secure!
2. Design and make an Easter card with a moving part.

Bridges:

(Background info: In class we have been reading 'Where the Wild Things Are' and will be designing, making and testing a bridge for Max and The Wild Things)

1. Collect some images of bridges. You could put them into a PowerPoint or make a poster.
2. Visit some different bridges and take photos or make a sketch. Can you show what type of bridge it is and where it is?
3. Make a bridge from a resource that you have at home (junk modelling, lego, straws etc)
4. Investigate the strength of your bridge by thinking of a way that you can test how strong it is.

Computing:

This term we are learning about robots and how they help us. We will be learning to program the BeeBots and write our own algorithms. You could have a go at the following activities at home:

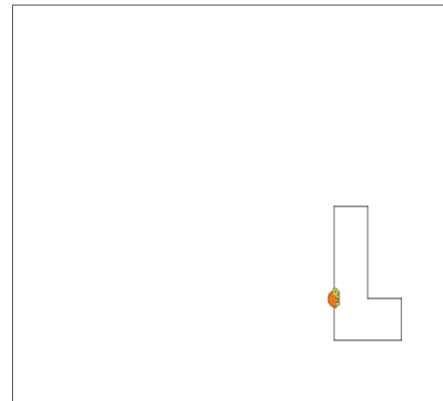
<https://www.codeforlife.education/rapidrouter/> - start at level 1 'Getting Started'.

<https://www.j2e.com/jit5#turtle> - have a go at moving your sprite around your chosen screen.

Gold Challenge:

<https://turtleacademy.com/playground> - in the Playground section have a go at the attached activity. What shapes can you create by programming the turtle? I've had a go at one, you can also see the algorithm (instructions) that I used to make the turtle move.

```
1 fd 110
2 rt 90
3 fd 50
4 rt 90
5 fd 110
6 lt 90
7 fd 50
8 rt 90
9 fd 50
10 rt 90
11 fd 100
12 rt 90
13 fd 50
14
```



<https://www.scratchjr.org/> If you have access to Scratch Jr you could have a go at creating your own simple animations, I've attached an activity for you to also try.

Good luck and have fun!

Mrs Ilsley and Mrs McConaghy