

Ancient Greek Maths challenge You have 1,000 drachmas to spend on your Ancient Greek Olympic Games. Plan your event; What will you buy? How much will you spend? How much money will you have left? Design a Greek Olympic poster for your games!	Research Amazing Animal Bodies! Choose an animal and become an animal body expert! Research how its body helps it survive. Find out about its bones, muscles, senses or other body parts. Record 3 amazing facts and explain how each one helps the animal survive.	Descriptive Writing Step into Ancient Greece Imagine you have just arrived in Ancient Greece. Write a short description of what you can see, hear, smell and feel. Use powerful adjectives, expanded noun phrases and figurative language to bring Ancient Greece to life.
Become a Health Detective! Investigate what makes a healthy human. Find out about food, exercise, sleep and hydration. Create a “Healthy Me” poster showing 3 things humans need to stay healthy and explain why each one is important. Challenge: What could happen if we didn’t get enough of one of them?	Term 1 Choose 6 activities to complete this term. They are based on topics we are learning in class. Homework is expected to be well-presented, proof-read and in by the end of term.	A day in Ancient Greece Imagine you have travelled back in time to Ancient Greece. Write a short story about one day in the life of an Ancient Greek child. Where do they live? What do they see? What adventures might they have? Challenge: Include 3 facts about Ancient Greece.
Ancient Greece PE Challenge The Ancient Greeks created the Olympic Games! Choose an Ancient Greek Olympic event, such as running, wrestling or discus, and research it. Draw or describe the event and explain how it was played.	Every week you must also: • Read your reading book. • Practise your times tables – join in the TTRS battles. • Practise your spellings Talk to your Mum, Dad or Carer about your homework.	Research, make and write Become an Animal expert! Choose an animal and research how its body helps it survive in its habitat. Find out about 3 interesting adaptations. Create a model, collage or labelled diagram of your animal. Explain how each adaptation helps the animal survive.
Persuasive Writing Would you Visit Ancient Greece? Imagine you have been asked to persuade someone to visit Ancient Greece. Write a short persuasive paragraph giving 3 reasons why they should go. Use persuasive language to make the reader want to visit! Include a rhetorical question and a powerful adjective.	Design or Computing Design a Greek Temple! Imagine you are an Ancient Greek architect. Design your own Greek Temple. Draw your temple and label its features. Think about the shape, size, materials and purpose of your building. Challenge: Add a repeating pattern inspired by Ancient Greek designs.	Impress me – Build a Superhuman! Imagine you are a scientist from the future! Your job is to design and create a 3D superhuman built for an extreme environment. Choose one: underwater, freezing mountains, space. Use materials you have at home to build your superhuman model. Include at least 5 adaptations to help them survive, thinking about their bones, muscles, organs, senses and body systems.

DESCRIPTIVE WRITING	
Powerful adjectives e.g. rustling leaves	
Appealing verbs e.g. rumbled	
Figurative language (similes, personification, etc)	
Use senses to describe	
Think about location e.g. around the corner, across from	

EXPLANATION TEXTS	
Clear title to show what is being explained	
Opening statement to introduce the process	
Clear steps to show HOW or WHY something occurs	
In order/events	
Time connectives (eg <i>first, next</i>)	
Causal connectives (eg <i>because, so, this causes</i>)	
I used illustrations/diagrams/flow charts to make explanation clear	

PERSUASIVE WRITING	
Title implies a point of view	
Opening sentence to hook the reader	
Reasons to support viewpoint	
Facts and evidence to support reasons	
Connectives to link ideas (eg <i>however, therefore, furthermore</i>)	
Persuasive devices: -language (eg <i>obviously, without doubt</i>) -rhetorical questions	
Conclusion to summarise and state opinion	

INSTRUCTIONS	
I have used "How to..." in my title	
List showing materials/ingredients/equipment	
Numbers/ letters or bullet points to show order	
Imperative ("bossy") verbs (eg <i>mix/stir</i>)	
Short, clear sentences	
Diagrams/illustrations	

NARRATIVE	
I have hooked the reader with an interesting opening	
Adjectives build up an atmosphere and allow reader to picture the setting in their head	
I have included dramatic actions	
I have written about my character's inner thoughts and feelings (or shown through dialogue)	
I have introduced something intriguing	
The problem is solved (or solved by referring back to the beginning)	

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
accompany achieve amateur conscience conscious curiosity determined embarrass equip(-ped, - ment) foreign guarantee muscle occur programme shoulder sufficient vehicle yacht	alliance assistant avoidance compliance compliancy compliant expectant exultant guidance informant observant occupancy occupant significance significancy significant variance variant	discrepancy discrepant extravagance extravagant hesitance hesitant hindrance participance participant relevance relevant remembrance substance substant sustenance tolerance tolerant vagrancy vagrant	decency innocence magnificence recent translucent consequence delinquent eloquent frequency sequence agent indulgent intelligence negligence urgent correspondent independence proficient sufficient efficiency excellency existence obedience	decency innocence magnificence recent translucent consequence delinquent eloquent frequency sequence agent indulgent intelligence negligence urgent correspondent independence proficient sufficient efficiency excellency existence obedience	co-ordinate co-operate co-own co-author co-parent co-worker de-ice re-enter re-educate re-examine re-evaluate re-press re-cover re-solve anti-aircraft anti-freeze anti-climax anti- inflammatory anti-hero

These are the spellings we will be practising in class.