

<p>Maths</p> <p>Calculate weekly food rations and convert between metric and imperial units, or using knowledge of rations per person, calculate how much of everything a whole family would need.</p>	<p>Research</p> <p>Look at how medicine was improved during wartime, for example the use of x-rays and bandages etc.</p>	<p>Writing</p> <p>Research life in the trenches and write a diary as a WW1 soldier. Remember to use first person and think about your feelings. Try to use some descriptive language so the reader can really understand the horror.</p>
<p>History</p> <p>Create a timeline of major events during the war, adding pictures, dates and a summary of the event if you can.</p>	<p style="text-align: center;">Term 5 and 6</p> <p style="text-align: center;">Choose activities to complete this term. The focus is WW1! (Year 6 I suggest you probably focus on revision in term 5 rather than homework but of course feel free to do these 😊)</p>	<p>Poetry</p> <p>Research WW1 poets, such as Wilfred Owen or Siegfried Sassoon. Use one of their example poems to inspire you to write one of your own. Think about use of poetic devices such as similes and repetition. It doesn't have to rhyme.</p>
<p>PE</p> <p>Soldiers will have benefitted from being fit and healthy – design an exercise regime for a soldier to help him to prepare for the war effort. Think about what they needed to do, for example carry heavy equipment and crawl through the trenches.</p>	<p>Every week you must also please:</p> <ul style="list-style-type: none"> • Read your reading book. • Practise your times tables – join in the TTRS battles. • Practise your spellings <p style="text-align: center;">Thank you!</p>	<p>Cooking</p> <p>Research recipes from the war and try to make one! You could write it out, take a photo or bring in some samples (my favourite option!)</p>
<p>Posters!</p> <p>Design a propaganda poster to encourage people to join the war effort or to save food at home.</p>	<p>Design or Computing</p> <p>Make a 3D model of the trenches using computer software or junk modelling materials.</p>	<p>Art</p> <p>Create your own piece of artwork inspired by life in the trenches. Think mud, blood and barbed wire as good starting points.</p>

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	

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	

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	

Discussion texts:

Topic title covers the whole subject. Often a question to be debated.

Introduction paragraph gives brief idea of both sides of the argument.

Each point is supported by extra details or **elaboration**.

Points **for** and **against** are given.

Conditional phrases used (e.g. "could" or "may be").

Balanced between both sides.

Logical conjunctions link causes and effects.

Formal tone.

Present tense is used (unless discussing a historical situation).

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)	