

## Tuesday 2<sup>nd</sup> March

I am in school today so will not be able to answer questions until tomorrow. If you're stuck, send me a message and finish tomorrow.

### Literacy

#### Grammar

- **We are learning to use homophones correctly: their, there and they're – DIRECT TEACHING**
- Watch my video on Seesaw and look at the poster below to help you understand the different meanings.
- Complete sheet

#### Spelling

- Write out your words on paper/digitally
- Put the vowels in a different colour (a,e,i,o,u)

### Numeracy

#### Mental maths

- Number of the day (see below)

Remember! When  $\times$  /  $\div$  by 10/100/1000 numbers move up / down place value chart.

Product = times

Sum of = add

Your number of the day is 34.

New Number

Print Sheet

Show Answers

The number is between  
10 and 100  
and a multiple of 1

Questions: 16

Difficulty: Medium

Background:

1. $\div$ Divide by 2	2. $+$ Add 33	3. $\approx$ Round to nearest 10	4. $+$ Sum of digits
5. $+$ Plus 43	6. $\times$ Multiply by 10	7. $\times$ Times by 4	8. $\times$ Double it
9. $\times$ Treble it	10. $\div$ Divide by 100	11. $\div$ Divide by 10	12. $\div$ Quarter it
13. $+$ Plus 28	14. $\times$ Product of digits	15. $-$ Subtract 12	16. $-$ Minus 8

### Number

**We are learning to calculate 10%, 25% and 50% - DIRECT TEACHING**

Watch my video on Seesaw to help.

Complete sheet on Seesaw or paper – if you send me a photo of it I'll be able to mark it for you.

- Watch CBBC Newsround <https://www.bbc.co.uk/newsround>

## Coding

**We are learning to use coding skills to complete challenges.**

- *Create a ghostbusters game*
- Follow the help sheet below
  
- Log in to your Scratch account
- Be creative and show off different skills.
- Let me know when you've created one and I'll share with everyone on Seesaw
- Remember!!! Username: (name)sandwood Password: 120Sandwood

**Their** 

**Their** is a possessive determiner.  
It shows that something belongs to one person or more than one person.

**There** 

**There** refers to a place or position.

**they<sup>a</sup>re**

**They're** is a contraction of 'they are'.

# Homophones Practice

## They're, There and Their

Complete these sentences using the correct homophone. The first three have been done for you.

1. "Look at the beautiful rainbow over there!" gasped Lydia.
2. The one with the white fence is their house.
3. Do you think they're hiding?
4. Put the book over \_\_\_\_\_ on the shelf.
5. \_\_\_\_\_ bus was running late.
6. The cold wind made \_\_\_\_\_ teeth chatter.
7. Could they be in \_\_\_\_\_?
8. Blue Smarties are the best; \_\_\_\_\_ my favourites.
9. Ava and Lucas put \_\_\_\_\_ hands up at the same time.
10. Are you sure \_\_\_\_\_ not real?
11. The new teacher got \_\_\_\_\_ books in a muddle.
12. I went \_\_\_\_\_ last summer too!
13. Is \_\_\_\_\_ a doctor anywhere near?

# Finding 50%, 25% and 10% of Amounts

Find 50% of the following amounts:

1. 50% of 6 = \_\_\_\_

2. 50% of 10 = \_\_\_\_

3. 50% of 8 = \_\_\_\_

4. 50% of 16 = \_\_\_\_

5. 50% of 22 = \_\_\_\_

6. 50% of 30 = \_\_\_\_

Find 25% of the following amounts:

7. 25% of 8 = \_\_\_\_

8. 25% of 12 = \_\_\_\_

9. 25% of 20 = \_\_\_\_

10. 25% of 24 = \_\_\_\_

11. 25% of 28 = \_\_\_\_

12. 25% of 40 = \_\_\_\_

Find 10% of the following amounts:

13. 10% of 20 = \_\_\_\_

14. 10% of 40 = \_\_\_\_

15. 10% of 35 = \_\_\_\_

16. 10% of 42 = \_\_\_\_

17. 10% of 22 = \_\_\_\_

18. 10% of 18 = \_\_\_\_

Fill in the missing amounts in the table below:

Amount	50%	25%	10%
16	8		1.6
32		8	
	18		3.6
60			6
100	50		
		21	

## Step 2 Animate a ghost

Open a new empty Scratch project.



Add in a new ghost sprite and a suitable Stage backdrop.



Add code to your ghost sprite so that the ghost appears and disappears forever when the green flag is clicked.



This is what your code should look like:



```
when green flag clicked
  forever loop
    hide
    wait 1 seconds
    show
    wait 1 seconds
```

## Step 3 Random ghosts

Your ghost is really easy to catch at the moment, because it doesn't move!

Can you add code to your ghost so that, instead of staying in the same position, the ghost appears at random positions on the Stage?



Your code could look either like this:



```
when green flag clicked
  forever loop
    hide
    wait 1 seconds
    go to random position
    show
    wait 1 seconds
```

Or it could look like this:



```
when green flag clicked
  forever loop
    hide
    wait 1 seconds
    go to x: pick random -150 to 150 y: pick random -150 to 150
    show
    wait 1 seconds
```

Challenge!

**Challenge: more randomness**

Can you add code to your ghost sprite to make the ghost **wait** a random amount of time while it is hidden?

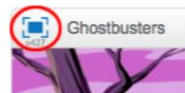
Can you use the **set size** block to make your ghost a randomly larger or smaller each time it appears?

#### Step 4 Code for catching ghosts

Now you're going to add code to your game so that the player can catch ghosts!

Can you make your ghost disappear when it's been caught? The player should be able to click ghosts to catch them.

If you test your game and find catching ghosts difficult, you can play the game in full-screen mode by clicking on this button:



Your code should look like this:



Challenge!

**Challenge: add a sound**

Can you add code to your ghost so that the ghost makes a sound when it's caught?

## Step 5 Add a score

Now you're going to make your game more interesting by keeping score!

Create a new variable called `score`.

Can you keep track of the player's score? Players should score points when they click on ghosts to catch them.

Each time a player clicks on a ghost, their score should increase.



```
when clicked
  set score to 0
```



```
when this sprite clicked
  hide
  change score by 1
```

## Step 6 Add a timer

Now you're going to add a timer so that the player only has ten seconds to catch as many ghosts as possible.

Create a new variable called 'time'.

Can you add a timer to your Stage to give your player only 10 seconds to catch ghosts?

Your timer should:

- Start at 10 seconds
- Count down every second

The game should stop when the timer gets to 0.

Here is the code you should add to create a timer:



```
when clicked
  set time to 10
  repeat until time = 0
    wait 1 seconds
    change time by -1
  stop all
```

Ask a friend to test your game. How many points can they score?

If your game is too easy, you can:

- Give the player less time
- Make the ghosts appear less often
- Make the ghosts smaller

Change and test your game a few times until you're happy with its level of difficulty.



