Tuesday 2nd February

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

Talking and Listening : Scots Poem "The Ballad of Janitor MacKay"
- Listen to the poem on Seesaw
- Practise saying the whole poem
- We'll share with each other on teams tomorrow

- Draw a picture on paper or create a picture digitally to illustrate the poem.

Grammar
- **We are learning to use prefixes**
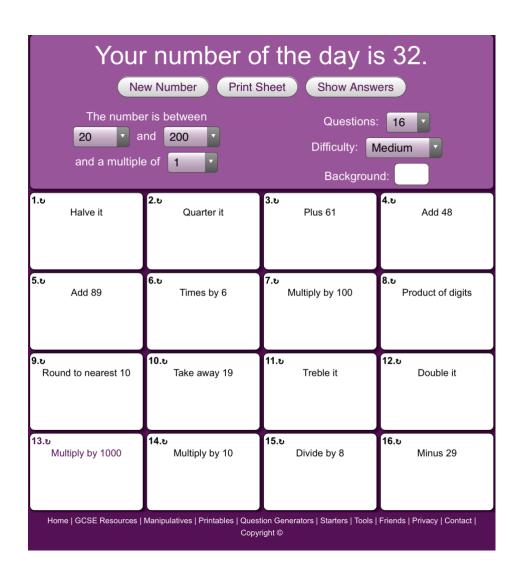- Watch my video on Seesaw to help you with this.
- Complete sheet

Numeracy

Mental maths
- Number of the day (see below)

Remember! When x / ÷ numbers move up / down place value chart.

Your number of the day is 32.

New Number | Print Sheet | Show Answers

The number is between
20 and 200
and a multiple of 1

Questions: 16
Difficulty: Medium
Background:

1. Halve it	2. Quarter it	3. Plus 61	4. Add 48
5. Add 89	6. Times by 6	7. Multiply by 100	8. Product of digits
9. Round to nearest 10	10. Take away 19	11. Treble it	12. Double it
13. Multiply by 1000	14. Multiply by 10	15. Divide by 8	16. Minus 29

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Number

We are learning to multiply and divide by 6 and 7
Complete Seesaw activity

Sumdog – a challenge has been set!

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

Coding

We are learning to use coding skills to complete challenges.

- Follow the help sheet provided
- Log in to your Scratch account
- Use the code from the sheet but be creative if you want
- Let me know when you've created one and I'll share with everyone on Seesaw
- Remember!!! Username: (name)sandwood   Password: 120Sandwood

Prefixes

Prefixes go at the beginning of words. This changes the meaning of the word.

prefix	meaning	example	Write down 3 more examples of words with this prefix
re	to do again	return	
bi	two	bicycle	
dis	not	dislike	
mis	wrong	misbehave	
pre	before	prehistoric	
over	too much	overcook	
un	not	unhappy	

Creative Coding With Scratch

Skating Penguins

Getting Started
Select **Winter Lights** backdrop.
Choose **Penguin 3** from the sprite library.
Change size of sprite and move it to a position at the back of the path.

set size to 10%

Challenge 1
Can you use coordinates to make the penguin skate towards you along the path?

Challenge 2
Can you make the penguin say something when he reaches the end of the path?

Challenge 3
Can you make the penguin grow in size as he comes towards you?

Challenge 4
What other tricks could you make the penguin do on his skating trip?

I can:
- select a backdrop and a sprite; ☐
- use coordinates to move a sprite; ☐
- change the size of a sprite; ☐
- make a sprite say something. ☐