## Redscope Primary School

## Autumn 2 Home Learning

## Expected Learning

| Reading | We expect that the children read a minimum of three times a week. Because the Y6s <br> are older, they can read independently or to an adult/sibling and may keep their own <br> logs in their planners; however adults should still sign their planners to confirm that <br> they have read. Children should not be signing their own planners. <br> Children achieve 5 house points for reading three times in a week. For six or more <br> reads, they will get 10 house points. |
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| Spelling | All children have spellings to learn each week. These are recorded in their planner. <br> Please make sure that your child practices them so they become familiar words that <br> can be used accurately in their writing. 5 minutes, three times a week will make a <br> huge difference. <br> They are given on a Monday and tested on the following Monday. |
| Mathematics | Children need to practice their times table facts regularly. Little and often is the key to <br> getting these embedded and if children become fluent in knowing their table facts, <br> this will help in all other areas of mathematics. <br> In Year 6, we expect the children to log onto TTRockstars at least three times a week <br> for 15 minutes. |

## Additional Curriculum Task

Linking to our history unit, the Ancient Maya, please choose at least one item from the menu below and bring the home learning into school by Friday $15^{\text {th }}$ December. Children can choose more than one if they wish. The more creative the better!

- Research a specific aspect of life in the Maya civilisation and use the facts to make a poster, video clip or powerpoint presentation.
- Research ancient Maya artwork then design a piece of artwork in that style.
- Create your own Maya mask. The more realistic the better!
- Research famous landmarks created by the ancient Maya and construct your own model.
- Research the Maya number system and design a poster to help children in your class to understand it. Maybe you could write some Maya equations using the number system.

