AIMING HIGH, SHARING EXPECTATIONS

January 2019

Complete activities in your book which allow you to practise individual targets in English and maths – see stickers in Reading Records.

This child was creating expanded noun phrases for English and practising addition of 2 digit numbers using a number line.
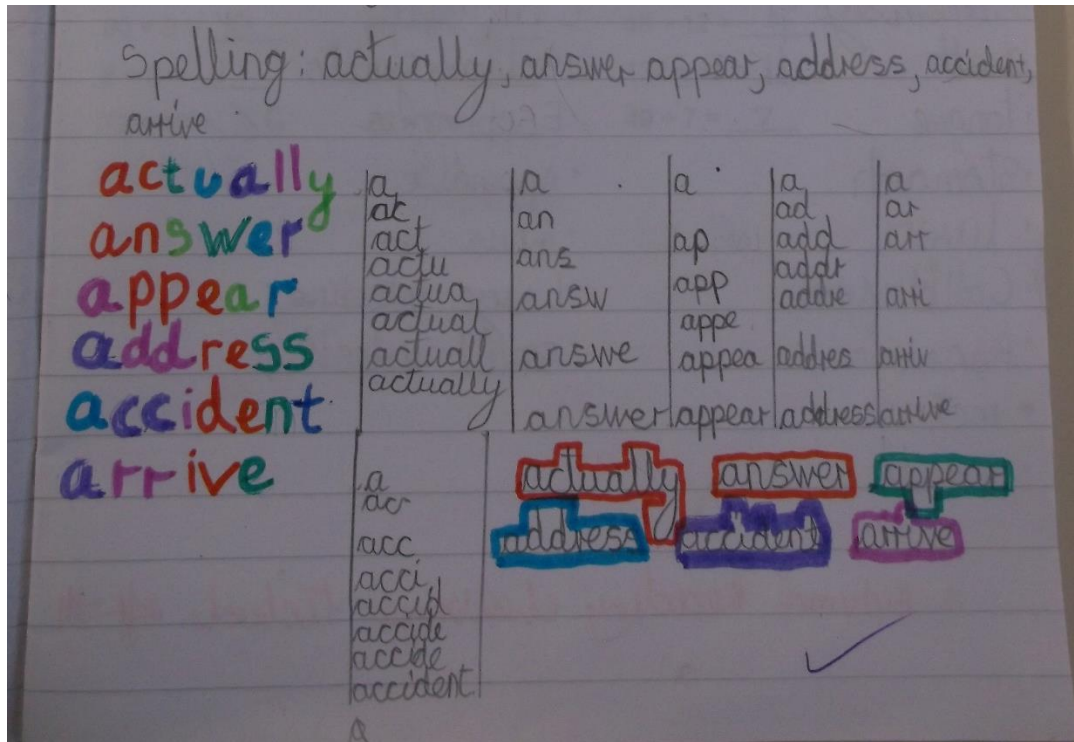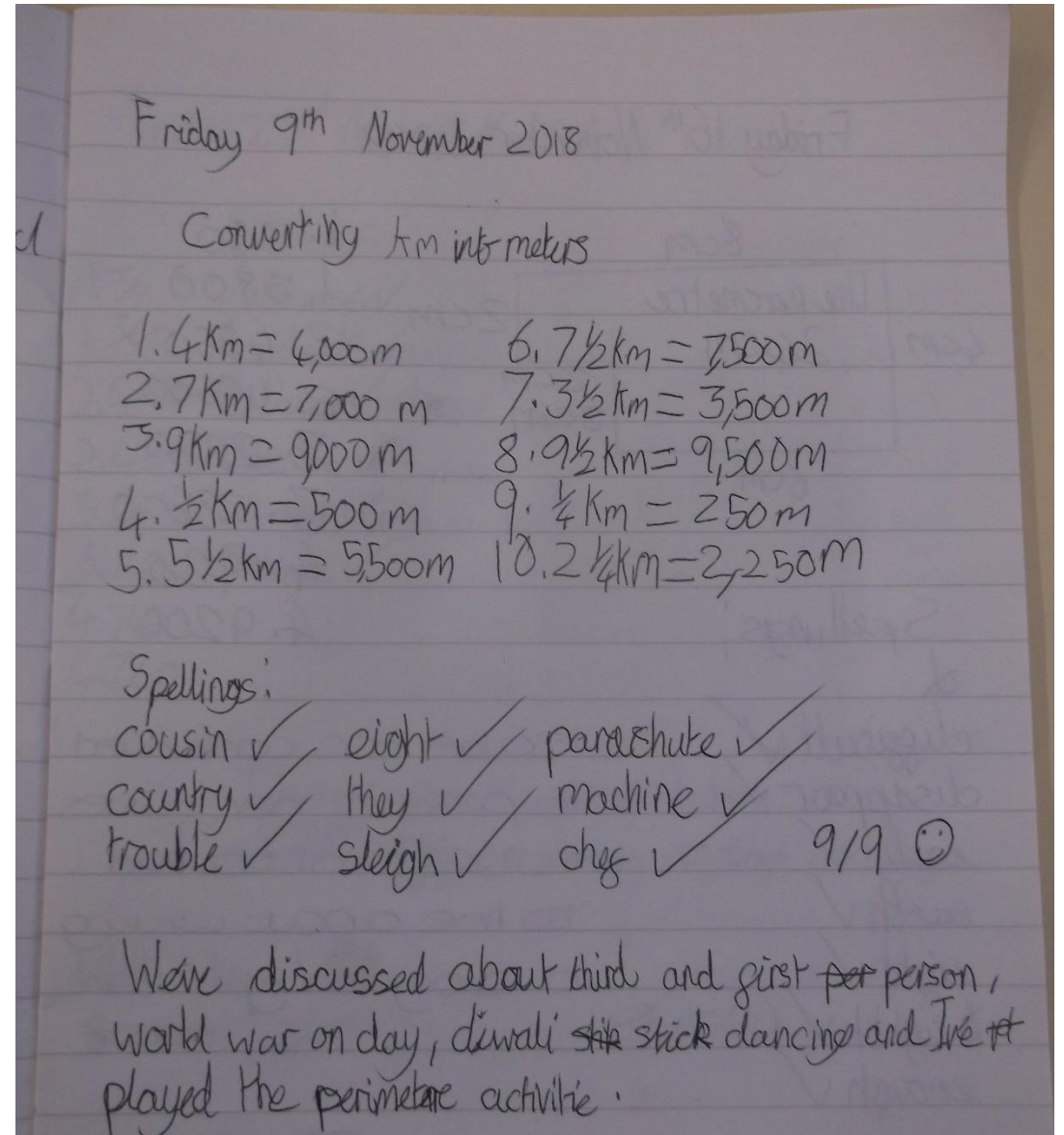

A Magical Muddle

Can you describe the setting?

miserable owl. It was a cold, wintry night. The orange, wet pumpkin was outside the castle.

$27 + 56 = 83$

$66 + 12 = 78$

There are two ugly, green witches high up in the sky. Ghosts live in the frozen, cold palace. Inside a dark, misty tree there is a grey!

Practise spelling focus words (from class page, year group lists or personalised Spelling Logs in KS2) using approaches shared in class or through testing.
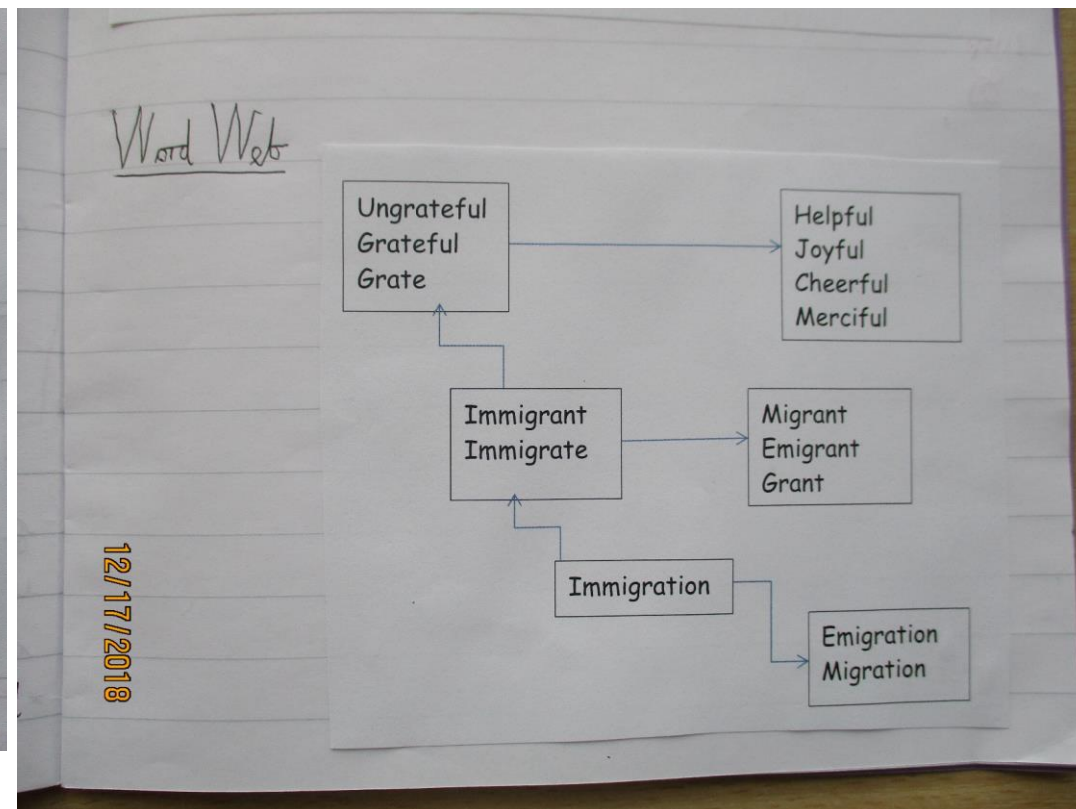

Log discussions around weekly learning using non-negotiables and editing skills.

Spelling Home Learning

www.spellingframe.co.uk
Select your year group (Y2-6) and appropriate objective to practise through games or test yourself and print reports.

Use a focus topic or spelling word to create a word web – group words with the same chunks of meaning to practise spellings and extend your vocabulary.
Get your gel pens out and make it pretty!

Completing a Reading Challenge using non-negotiables for their year group.

This term we will be launching our first Maths Challenge! Can you complete all 10 tasks before Easter to earn your 25 house points?

Look out for a new style challenge in the Summer Term which will teat your skills on a range of subjects.

MY BOOK REPORT

Book Title: Captain Underpants and the Sensational Saga of Sir Stinks-a-lot   Author: Dav Pilkey

Main Characters: George, George, Harold, Mr Krupp, Captain Underpants, Mr Meaner/Sir Stinks-a-lot, Old George, Old Harold, Yesterday George, Yesterday Harold

Story Setting: Jerome Horwitz Elementary School, Piqua, Ohio

Story Summary:
Mr Meaner has created a potion that transforms children into mindless slaves. After George and Harold watched the advert for the Kid-o-Kid 2000, he creates the Stinky-Kong 500. Now nothing can stop him!

Main Events:
• Smart Earth explodes, sending out huge chunks of Zygo-Gogozizzle 24.
• A chunk fell on Earth. Mr Meaner ate it, and became really clever.
• He invented the Kid-o-kid 2000 and the Stinky Kong 500, and zapped the children.
• George and Harold had runny noses, so it didn't affect them. They went into a time to find the future versions of themselves. Old George and Harold went to fight the Sir, but he squished them. Captain Underpants comes to fight him, and he gets put in prison.
• He eats an egg-salad sandwich, which made him turn into a blob.

Story Conclusion:
After Sir Stinks-a-lots turns into a blob, Captain Underpants defeated him again. Then George and Harold go on adventures together with Tony, Dawn and Orlando.*

Write 1 fact and 1 opinion about this story:
Fact: Mr Meaner should not have eaten the Zygo Gogozizzle 24 because otherwise they would turn all evil. Opinion: I don't think Captain Underpants should have hit Sir Stinks-a-lots because that would just draw his attention.
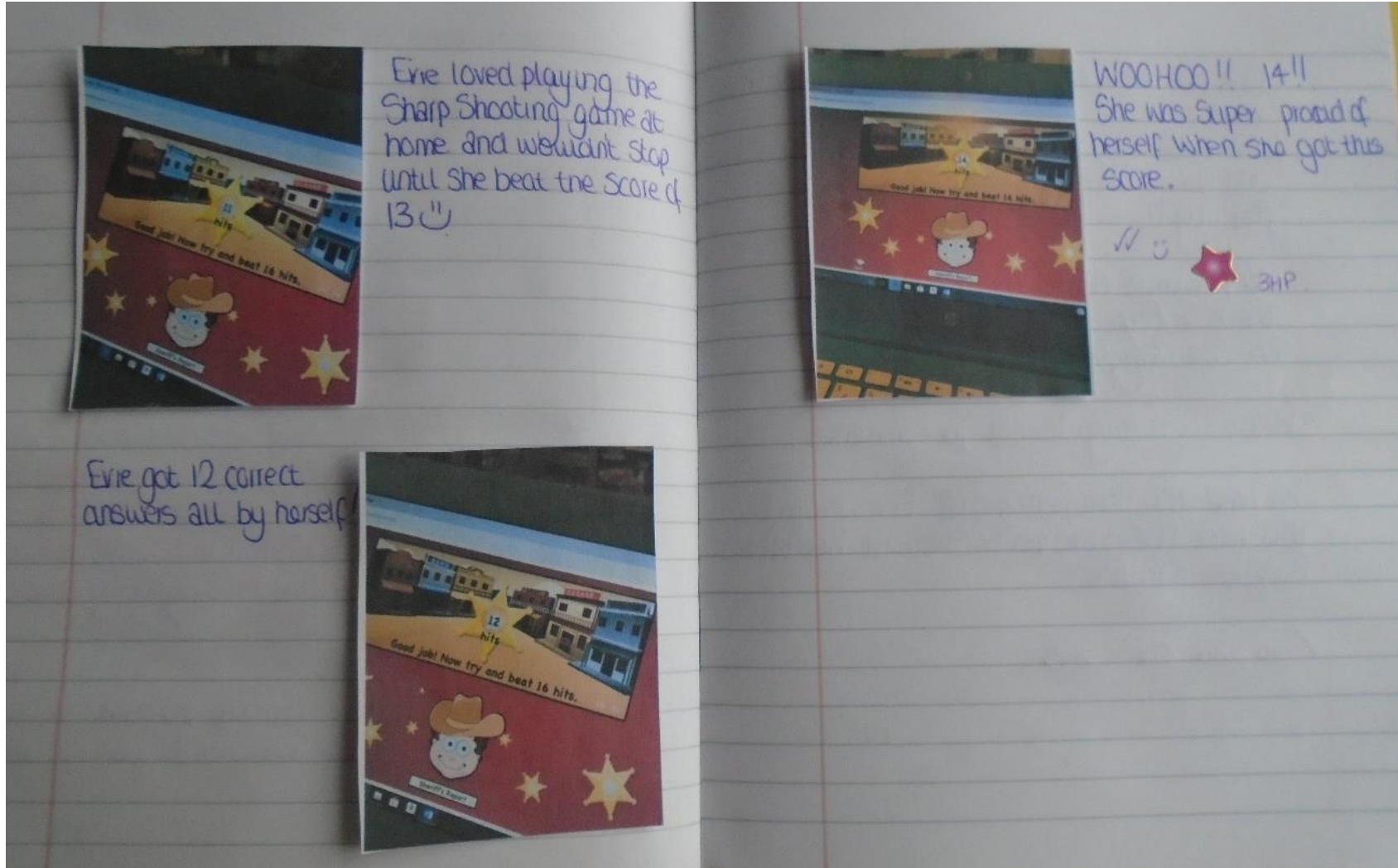
* They are quarter-bionic, quarter hamsters and half pterodactyls. They were found in book 11. This is the 12th and final book of the series. pterodactyl!

Great!

12/17/2018

Evie loved playing the Sharp Shooting game at home and wouldn't stop until she beat the score of 13 ☺

Evie got 12 correct answers all by herself

WOOHOO!! 14!! She was super proud of herself when she got this score.

Use www.interactive-resources.co.uk to access relevant games to support maths skills.

Log learning done along with successes and challenges.

Pupil Summary Report

www.interactiveresources.co.uk

Use the website to search for the 'red' objectives and practise these skills.

Mathematics:
Number - Number and Place Value

Band 4
Count in multiples of 6, 7, 9, 25 and 1000
Find 1000 more or less than a given number
Count backwards through zero to include negative numbers
Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
Order and compare numbers beyond 1000
Identify, represent and estimate numbers using different representations including measures
Round any number to the nearest 10, 100 or 1000
Solve number and practical problems that involve all of the above and with increasingly large positive numbers
Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value

Mathematics:
Number - Addition and Subtraction

Band 4
Add numbers with up to four digits using the formal method of columnar addition
Estimate and use inverse operations to check answers to a calculation
Subtract numbers with up to four digits using the formal method of columnar subtraction
Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

Mathematics:
Number - Multiplication and Division

Band 4
Recall multiplication and division facts for multiplication tables up to 12 × 12
Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers
Recognise and use factor pairs and commutativity in mental calculations
Multiply two-digit and three-digit numbers by a one-digit number using formal written layout
Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects

Key:	Not Begun	Working Towards	Achieved	Mastered

1. Click on resources

2. Then click 'Curriculum Objectives', select the relevant strand to match the heading on Target Tracker and your child's year group.

These objectives will match those on the target tracker report. Select the red statement and a list of relevant games will appear: get practising!

Logged in as langrish2   View Folders   Resources   Log out

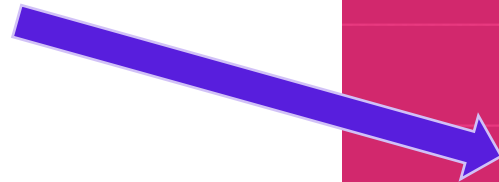Browse Resources and search by Curriculum Objective

Browse Resources   **Curriculum Objectives**

Search   Go

Curriculum Objectives

Step 3: Pick an objective

add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.   >

estimate and use inverse operations to check answers to a calculation.   >

solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.   >

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