



Each week, students are asked to complete **two sessions on Bedrock Learning** (Reading and Grammar focus) along with **two sessions on Mathletics** and some TTRockstars. This will help to progress and consolidate their learning in addition to the fun task below.



All the various links can also be found on the school website under our Year 5 class page / home learning

<p><b>Task 1:</b></p> <p>Part 1 - Draw a bird's eye view of the school, and surrounding area.</p> <p>Part 2 - Identify on your map your route to school.</p> <p>Challenge: Can you include cardinal points into your map/ route?</p> <p><b>Dojo Points: 5</b></p>	<p><b>Task 2:</b></p>  <p>Write an information sheet on the history of the morse code.</p> <p><b>Dojo Points: 10</b></p>	<p><b>Task 3:</b></p> <p>Read and learn about the 3 different types of fingerprints using <a href="http://biometrictoday.com/types-of-fingerprints/">biometrictoday.com/types-of-fingerprints/</a></p> <p>Use paint or ink to take an imprint of your own fingerprints and identify which type they are - label them accordingly.</p> <p><b>Dojo Points: 5</b></p>
<p><b>Task 4:</b></p> <p>Build a wind-powered boat from recycled materials to race against your classmates. Races will take place the final week of term in our Science lesson.</p> <p><b>Dojo Points: 10</b></p>	<p><b>Task 5:</b></p> <p>You are being sent on a spy mission and have been given 2 hours to pack a rucksack. Decide what items you will take and explain why you have chosen each one.</p> <p><b>Dojo Points: 5</b></p>	<p><b>Task 6:</b></p> <p>MI6 Training course: Create and complete an obstacle course in your garden/ home. Record yourself and the time taken to compete a circuit. Can you get your family involved?</p> <p><b>Dojo Points: 10</b></p>
<p><b>Task 7:</b></p> <p>Create a spy-inspired board game that incorporates all the excitement and challenge of being a real spy! How will the game work? What will your mission be?</p> <p><b>Dojo Points: 10</b></p>	<p><b>Task 8:</b></p> <p>Plan and run a paper aeroplane competition. Your participants have to make their own paper plane. Test each to see whose will fly the furthest then record the data in a graph of your choice.</p> <p><b>Dojo Points: 10</b></p>	<p><b>Task 9:</b></p> <p>Design and label a new piece of spy equipment/gadget for a 'spy kid' like Alex Rider. Remember this must be covert, camouflaged, so that others wouldn't suspect what it really is. Think about how Smithers did this in our key text.</p> <p><b>Dojo Points: 10</b></p>
<p><b>Task 10:</b></p> <p>Use the rain forest game to get some practice using coordinates on a map. Follow the instructions to find four locations on a map. <a href="http://www.scottle.edu.au/ec/viewing/L350/index.html">www.scottle.edu.au/ec/viewing/L350/index.html</a></p> <p><b>Dojo Points: 5</b></p>	<p><b>Task 11:</b></p> <p><a href="http://alexrider.com">alexrider.com</a> Can you Escape from Scorpia's Secret Bunker? To escape you need to solve puzzles and progress through the four zones, dodging CCTV and laser trip wires. Please send in evidence on dojo.</p> <p><b>Dojo Points: 5</b></p>	<p><b>Task 12:</b></p> <p>Create your own version of the front cover for Alex Rider – Stormbreaker. Try to turn your ideas into a graphic design using pixlr.com to manipulate images and add text etc.</p> <p><b>Dojo Points: 10</b></p>