

Pine Home-Learning

w/b 01.06.20 and
08.06.20

Grid 4: Romulus and Remus

Reading Romulus and Remus



Skills

- I am familiar with a wide range of texts, including fairy tales, myths and legends
- I can retell a range of stories orally.

1. Access the eBook Romulus and Remus.
<https://www.twinkl.co.uk/resource/tp2-e-3526-romulus-and-remus-ebook>
Share the book together and discuss the story.

2. Access the 'Romulus and Remus Relationship chart' in the LKS2 Learning Pack Area. Can you draw a chart to show how their relationship changes and label why these changes happen?

3. Choose to:
-Retell the story of Romulus and Remus from any of the characters' views. e.g. the wolf or the shepherd. Depending on which character you choose, you might not need to retell the whole story.
-Create an alternative ending. Could they found a city together? Could they found cities on both hills?

For either of these, you could write, act it out with toys or siblings, draw a comic, make freeze frames with toys or siblings and take photos etc.

Writing composition Story writing



Skills

- I create settings, characters and plot in narratives.
- I can write in a style appropriate to the reader.
- I can proof read my work for spelling and punctuation errors.

Romulus and Remus tells the story of how Rome was created. Another example is 'How the birds got their colours', which you might remember from learning about Australia in Cedar class. <https://www.twinkl.co.uk/resource/au-h-6-aboriginal-dreamtime-how-the-birds-got-their-colours-powerpoint>

Can you create a story to explain how something happened or was created? This can be as serious or silly as you like.

1. Choose your audience – are you going to write a story to send/read to your grandparents, a friend, a sibling, an adult from school? Remember who your audience is when planning and writing your story.
 2. Plan your story – access 'Story planning' in the LKS2 Learning Pack Area and follow the planning steps.
 3. 'Big write' – either by hand using kinetic letters or typed.
 4. Proof read your story. Can you edit 3 spellings? Can you edit 3 pieces of punctuation?
 5. Share your story with the audience you decided on.
- Extension: You could illustrate your story, act it out yourselves or with toys, make a movie.

Spelling, punctuation and grammar Pronouns



Skills

- I choose nouns and pronouns for clarity and cohesion and to avoid repetition.
- I can identify and use possessive pronouns.

1. Watch the Bitesize animation and complete the activities to remind yourselves what nouns are and find out what pronouns are.
<https://www.bbc.co.uk/bitesize/topics/zwwp8mn/articles/z37xrw>

2. Follow the activities on the 'Pronouns and Nouns PowerPoint' in the LKS2 Learning Pack Area.

3. Can you sort the personal and possessive pronouns?
<https://www.twinkl.co.uk/resource/t2-e-3959-year-4-pronouns-and-possessive-pronouns-warm-up-powerpoint>

-If you'd like some extra practice, you could do one of these challenges <https://www.twinkl.co.uk/resource/t2-e-2552-year-4-grammar-pronouns-working-from-home-activity-booklet>

Extension: Consider pronouns in your story.

- Make sure you use pronouns so your nouns aren't repetitive.
- Make sure you don't use too many pronouns so that it becomes unclear which noun you are talking about.
- Can you read through your finished story and identify the pronouns you've used?

Maths Shape



Skills

- I can draw 2-D shapes
- I can make 3-D shapes using modelling materials
- I can talk about the properties of the shapes I draw and make

1. Find out what these words mean: polygon 2D 3D faces edges vertices apex sides

2. 2D shape hunt – see details below

3. 3D shape hunt – see details below

4. Choose a challenge – see details below

Extension The White Rose Maths website have some great videos and activities available for a range of maths topics. These use the methods we teach at school. You could start at Week 1 as you can access previous weeks/days at anytime.

<https://whiterosemaths.com/homelearning/>

Science Fair test



Skills

- I can put forward my own ideas about how to answer a question.
- I can carry out a fair test and explain why it is fair.

Plan and carry out an investigation to answer the question:
What would be the best material from your home and/or garden to use to create a basket for Romulus and Remus to float down the Tiber in?

You will need to:
-Choose how best to investigate the question
-Find out what a fair test is and make sure your investigation is a fair test
-Choose a way to record your results
-Use your results to write a conclusion to answer the question

History Roman Gods and Goddesses



Skill

- I use evidence to describe things people believed in the past (attitudes and religion).

1. Access the 'Roman Gods and Goddesses PowerPoint' in the LKS2 Learning Pack Area. Which Roman God is in the story of Romulus and Remus? Find out about the other Gods and Goddesses. What were their names? What were they the God or Goddess of? What interesting facts can you find out? Are they related to any other Gods and Goddesses?

2. Create a game inspired by the Gods and Goddesses. This could be any game type e.g.
 - an outdoor game where you have obstacles that would require the different powers of the Gods
 - a board game where you have different powers (Board game example: <https://www.twinkl.co.uk/resource/t2-h-4748-the-romans-collecting-facts-board-game>)
 - a card game like top trumps or pairs to match facts with names (There is a top trumps template in the LKS2 Learning Pack Area.)
 - a computer game (see Grid 3 Computing to remind yourself how to use Scratch).

Geography Rivers



Skill

- I can describe some aspects of physical geography: rivers

What is the name of the river in Romulus and Remus story?

1. Access the 'Rivers PowerPoint' in the LKS2 Learning Pack Area. What key words are important to be able to describe rivers? What do they mean? Where is the source of the river Tiber? Where is the mouth? Are there any tributaries that lead into it?

2. A trip down the Tiber
-What would you see if you travelled down the Tiber from source to mouth? Will you travel through towns or countryside? How long will your journey be? How many bridges would you go under?
-You could present your trip in any way you would like e.g. role play the journey in your garden and video your trip, make a scrap book of your journey, make a poster to advertise the trip.

3. Create your own River Tiber (see Outdoor learning box for details).

<p style="text-align: center;"><u>Computing</u> Photo editing</p>  <p><u>Skills</u></p> <ul style="list-style-type: none"> • I can import photos and explore effects. • I can use visual effects such as filters, hues and painting over photographs. • I can create patterns and montages. <p>The following link contains a variety of photo editing websites and apps for children. Choose a programme that works on your device to use to edit a photo or photos. https://sites.google.com/site/webtoolsbox/photo-tools</p> <p>Explore ways to edit and change photos. Can you import a photo? Re-size a photo? Crop a photo? Change the colour? Apply a filter? What other effects can you use?</p> <p><u>Possible activities:</u></p> <ul style="list-style-type: none"> - Create a montage of photos that are important to you or to show what you've done this week. - Create a photo to accompany the story you write this week (this could include adding speech to your photo). - Create a shape montage from maths this week and add speech to your shapes to describe their own properties. - Take photos of your fair test and then edit these. - Edit photos of Gods and Goddesses to include in your game. - Create photos to go with your trip down the Tiber. - Create photos to match the movie music you make. 	<p style="text-align: center;"><u>Design Technology & Art</u> Rivers</p>  <p style="text-align: center;">Art: Drawing a river</p> <p><u>Skill</u></p> <ul style="list-style-type: none"> • My artwork is sometimes based on observational drawings. <p>Can you draw a river? If you have a river (or a lake etc.) that you can walk to, can you sit and draw what you can see? Or you could choose a picture or video of a river and draw from this.</p> <p style="text-align: center;">DT: Making a basket</p> <p><u>Skill</u></p> <ul style="list-style-type: none"> • I select materials according to their functional properties. <p>Can you make a basket for Romulus and Remus to travel down the river in? Use what you have found out in your science fair test to decide the best materials to use. Can you test out your basket?</p>	<p style="text-align: center;"><u>PE</u> Running</p>  <p><u>Skills</u></p> <ul style="list-style-type: none"> • I can sprint over a short distance. • I can run over a longer distance, conserving energy. <p>- How many different speeds can you move at? Can you set up a short running race in your garden and run as fast as you can? Can you go on a longer run and think about how this will change the speed you might run at?</p> <p style="text-align: center;">Virtual school games</p> <p><u>Skill</u></p> <ul style="list-style-type: none"> • I give reasons why physical activity is good for my health. <p>- Check the Northants Sport website or social media for this week's Virtual School Games challenges https://www.northamptonshiresport.org/school-games</p> <p>- Online daily workouts e.g. Joe Wicks, GLK YouTube work out, Jive or Waltz dancing (the folder with the breakdown of the steps and the music are in the Office 365 group), Mindfulness or Yoga activities.</p> <p>- Runs, bike rides and walks from your home with your family</p> <p>- Garden games</p>	<p style="text-align: center;"><u>Outdoor Learning</u> River Tiber</p>  <p><u>Skills</u></p> <ul style="list-style-type: none"> • I enjoy solving problems or challenges outdoors. • I can describe some aspects of physical geography: rivers <ol style="list-style-type: none"> 1. Find out all about rivers – see Geography box for details. 2. Create your own River Tiber in your garden and annotate the features. <p><u>Possible ideas:</u></p> <ul style="list-style-type: none"> - Use outdoor resources – stones, sticks etc. – to represent parts of the river e.g. the source, mouth and river channel. Label the features you have shown (see below for examples). You could also add features alongside the river that you have included in your trip down the Tiber. - Use water to create your own river in your garden (see below for examples). Please check this with your parents before adding water!
<p style="text-align: center;"><u>Music</u> Movie music</p>  <p><u>Skill</u></p> <ul style="list-style-type: none"> • I carefully choose, order, combine and control sounds with awareness of their combined effect. <ol style="list-style-type: none"> 1. Choose a part of the Romulus and Remus story. Imagine this scene in a film, what sort of music do you think would be playing? 2. Create your own piece of music to fit this scene. If you can, record the music you make (e.g. use 'Voice Memos' on phones). <p><u>Instrument ideas:</u></p> <ul style="list-style-type: none"> - Tuned instruments - use glasses of water with different amounts of water and tap with a spoon - Percussion instruments - pan lids, boxes, banging etc. - String instruments - elastic bands and yogurt pots - You could also use the Roman instruments you made a few weeks ago. 	<p style="text-align: center;"><u>RE/PSHE</u> Pride month</p>  <p><u>Skills</u></p> <ul style="list-style-type: none"> • I respect other peoples' faith, feelings and values. • I am sensitive to the feelings of other people. <p>June is Pride month. What is Pride and who does it support? What celebrations often happen during Pride month?</p> <p><u>Resources:</u></p> <ul style="list-style-type: none"> - What is Pride and how is it celebrated: https://www.twinkl.co.uk/resource/t2-e-41353-lks2-pride-2018-differentiated-reading-comprehension-activity https://www.twinkl.co.uk/resource/t2-p-367-lks2-lgbt-pride-assembly-pack - Pride celebrations around the world: https://www.twinkl.co.uk/resource/t2-p-344-lks2-pride-around-the-world-information-powerpoint - Inspirational people: https://www.twinkl.co.uk/resource/inspirational-lgbt-people-ebook-tg2-p-1-1 - LGBT history month (Pride month is June, LGBT history month is February) https://www.twinkl.co.uk/resource/lks2-lgbt-history-month-differentiated-reading-comprehension-activity-t2-e-41788 https://www.twinkl.co.uk/resource/ks2-all-about-lgbt-history-month-information-powerpoint-t2-t-1000401 	<p style="text-align: center;">Something kind or new</p>  <p><u>Skills</u></p> <ul style="list-style-type: none"> • I understand that my behaviour and actions lead to consequences. • I am excited when I explore new situations and don't worry when my ideas don't go to plan. <p>Can you do something super kind for someone you know? What will the consequence of this action be? Can you do something you've never done before? A new skill? A new activity? Make something?</p> <p><u>Possible ideas</u></p> <ul style="list-style-type: none"> - WWF – Explore the WWF website – Things to do at home https://www.wwf.org.uk/things-to-do-home - Postcard Competition Follow this link to find out about the 'Postcards from the past' competition. Choose anyone from the past to write a postcard from the perspective of (similar to what we did with our Bronze Age postcards). You can choose anyone! Possible ideas- Boudicca, a Roman soldier, Tutankhamun, a Victorian child... https://www.historyextra.com/period/modern/postcards-past-enter-our-exciting-lockdown-history-competition/ 	<p style="text-align: center;">Other information and useful links</p> <p>Show and tell: Show and tell will be slightly earlier from now on. It will be 10:45 – 11:30. Meeting ID and password will continue to be in the Pine Class Group calendar each week.</p> <p>Maths inputs: The White Rose Maths website have some great videos and activities available for a range of maths topics. These use the methods we teach at school. You could start at Week 1 as you can access previous weeks/days at any time. https://whiterosemaths.com/homelearning/</p> <p>Free eBook library: The Oxford Owl has a library of free eBooks for ages 3-11. You can browse by age or book box colour. https://home.oxfordowl.co.uk/books/free-ebooks/</p> <p>Twinkl access: Use the code UKTWINKLHELPS or CVDTWINKLHELPS to access all of the Twinkl resources free for the duration of school closures.</p>

Maths – Shapes

Shape hunt

2D shape hunt

See the list below of the names of common 2D shapes.

- Can you find out what these shapes look like?
- What are their properties - how many sides/vertices?
- Can you find examples of these 2D shapes around your home/garden?
- Can you draw some of your own 2D shapes using any materials of your choice and label the properties – how many sides/vertices?
- You could use this poster to help: <https://www.twinkl.co.uk/resource/t-n-1098-2d-shapes-properties-poster>

Common 2D shape names:

circle semi-circle triangle quadrilateral
square rectangle pentagon hexagon
heptagon octagon nonagon decagon

3D shape hunt

See the list below of the names of common 3D shapes.

- Can you find out what these shapes look like?
- What are their properties - how many edges/faces/vertices?
- Can you find examples of these 3D shapes around your home/garden?
- Can you make some of your own 3D shapes using any materials of your choice (playdough, sticks, Lego etc.) and label the properties – how many edges/faces/vertices? You could use this stick challenge for your modelling <https://www.twinkl.co.uk/resource/pop-stick-3d-shapes-cards-t2-m-4794>
- You could use this poster to help: <https://www.twinkl.co.uk/resource/T-N-1103-3D-Shapes-Properties-Display-Poster>

Common 3D shape names:

sphere hemi-sphere cone cylinder cube
cuboid prism pyramid

Challenges

Nets

Can you find out what a net is? You could use the links below to make your own nets. If you want an extra tricky challenge – can you draw your own net?

- Plain <https://www.twinkl.co.uk/resource/3d-shape-nets-au-t2-m-2379>
- Animals <https://www.twinkl.co.uk/resource/t-n-2877-3d-shape-animals>
- Penguins <https://www.twinkl.co.uk/resource/au-t-n-2878-penguin-themed-3d-shape-nets-activity-sheet>
- Fish <https://www.twinkl.co.uk/resource/t-n-2991-3d-shape-fish>
- Patterns <https://www.twinkl.co.uk/resource/t-n-1422-patterned-3d-shape-nets>
- Houses and homes <https://www.twinkl.co.uk/resource/t-n-3030-3d-shapes-houses-and-homes>
- Angry birds <https://www.twinkl.co.uk/resource/t-t-26009-3d-shape-throwing-birds-printable-display>
- Real life objects <https://www.twinkl.co.uk/resource/t-n-2869-real-life-object-3d-shapes-pack>

Online games/activities

- 3D Mission Challenge <https://www.topmarks.co.uk/Flash.aspx?a=activity20>
- Gen hunter <https://www.twinkl.co.uk/resource/gem-hunter-2d-shapes-game-tg-ga-206>
- What am I? <https://www.twinkl.co.uk/resource/t2-m-397-what-am-i-3d-shape-properties-powerpoint>
- 2D Shape sorter https://mathsframe.co.uk/en/resources/resource/75/shapes_sort_carroll#
- 3D Shape sorter https://mathsframe.co.uk/en/resources/resource/115/sorting_3d_shapes_on_a_venn_diagram#
- Tessellation creator <https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Tessellation-Creator/>
- Is it a cube net? <https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Cube-Nets/>
- Mathletics Shape activities

Other activities

- Photo editing – see computing
- Shape fortune teller <https://www.twinkl.co.uk/resource/au-t2-m-1984-3d-shapes-fortune-teller>
- 2D colouring <https://www.twinkl.co.uk/resource/t-n-4957-colour-by-2d-shapes>
- 3D colouring <https://www.twinkl.co.uk/resource/colour-by-3d-shapes-t-n-7407>

Outdoor learning – River Tiber

Create the life of the River Tiber

- 1) Choose a place for Mount Fumaiolo (source of the Tiber).
 - 2) Choose a place for Porche di Vallinfante (source of the Nera)
 - 3) Choose a place for Orte (confluence of the Tiber and Nera)
 - 4) Choose a place for the Tyrrhenian Sea (the mouth of the Nile)
- Use google maps to help choose where the places should be. You could also add more tributaries if you would like to.
- 5) Make/draw the Tiber and label each part.
 - 6) Choose stones or something to be water droplets that start at the sources, travel down each tributary and end at the mouth.

Examples:



Creating a river example:

