To be	Mental Maths	Spellings
handed in by:		
Week 1:	To be able to round whole	Adding suffixes beginning with
Due in	numbers to the nearest 10/100	vowel letters to words of more than
12. 9. 25	and 1000/100,000/1,000,000	one syllable
	Round 4356 to the nearest 10.	forgetting, forgotten, beginning,
	Round 1234 to the nearest 100.	beginner, prefer, preferred
	Round 78,952 to the nearest	gardening, gardener, limiting,
Week 2:	1000. To be able to know the number	The /i/ sound spelt y elsewhere
Due in:	of g in a kg, ml in a L and cm	other than at the end
19. 9. 25	in a metre.	
	5000ml = ?L	myth, gym, Egypt, pyramid,
	5.7L = ?ml 6500a = 2ha	mystery, crystal, gypsy, lyric,
	6500g = ?kg 2.5kg = ?g	oxygen, physics
	350cm = ?m	
	6.7m=?cm	
Week 3:	To be able to double and half	The /u/ sound spelt ou
Due in 26.9.25	any two-digit number. Double 35=	young, touch, double, trouble,
20. 1. 20	Half 65=	country, enough, couple, courage,
	Double 70=	encourage, flourish,
	Half 47=	
Week 4:	To be able to know the	dia-/mia-
Due in	multiplication facts for the 7	
5.10.25	times table.	disappoint, disagree, disobey, misbehave, mislead, misspell,
	7 x 12=	misunderstood, disappear,
	9 × 7 =	dishonest, mistreat
	5 x 7=	
Week 5:	To be able to know the division	in-
Due in 10.10.25	facts for the 7 times table.	inactive, incorrect, insignificant, incomplete, involve, invent,
10110120	14 ÷ 7 = ?	include, invisible, independent,
	49 ÷ 7 = ?	inspect
14/ 1	56 ÷ 7 = ?	
Week 6: Due in	To know all division and multiplication facts for the 8	re-: redo, refresh, return, reappear,
17.10.25	times table. Up to 12 x 8.	redecorate, recycle, rehydrate,
	3 × 8 =	revisit, rearrange, reread.
	24 ÷8=	
	8 x 9 = 88÷ 8=	
	8 x 10 =	
	8 × 7 =	
Week 7	To know all multiplication	sub-
Due in	facts for the 9 times table. Up	subdivide, subheading, submarine,
24.10.25	±σ 12 × 9.	submerge, subdue, submit, subordinate, subtle, subtract,
	3 × 9 =	subway
	8 x 9 =	
	9 x 10 =	
	9 x 7 =	

You will need to choose one activity nor week from this side of the					
You will need to choose one activity per week from this side of the grid. You only choose two from this area.					
2+3=5 Maths	Research the Vikings and create a time line of key events throughout their time.	Create a maths board game with questions that you have created. Play it with someone at home and then bring it to school for us to play too!	On your way home from school, look for car numberplates and try and make the biggest value using the numbers. Multiply, divide, add and subtract!		
(ABC) English	Research and write at least 10 facts about the Vikings. Add images and labels.	Create an 'All about me' leaflet/poster/po werpoint. Tell me everything you love to do, your hobbies, favourite food and more!	Read a novel/ story either based in or written in the Viking times. Write a summary of the book for others.		
Art	Draw/ trace two different types Viking weapons to compare.	Draw the solar system and label it OR choose one planet and draw it and add some facts!	Create a game that children could have played when the Vikings were around. If you are stuck, you can make a replica of an existing Viking game.		
Computing	Find out about key Viking inventions and make a PowerPoint/ Poster or Information Leaflet to inform them	Do some research on Viking Kings. Choose one King and write a biography about him.	Research what the Vikings ate and recreate a recipe (you need to write it out) and pictures of you making it into your book.		

them.