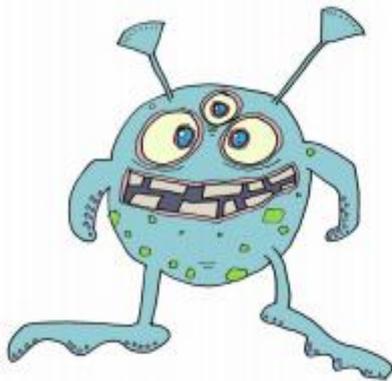


Writing - Day Four



I want to go there!

Zargon 10 sounds like a brilliant planet to visit. Let's have a go at persuading people to visit it. Take a look at this example advert:

Fabulous fun for all the family at Alien Park

Are you ever bored at the weekend? Do you long for something exciting to do? Why not zoom to Alien Park and enter an amazing world?

Marvel at flying vampires. Wonder at the Dragons' Cave. Be amazed by Crocodile World. There is also ample parking, a cool café and a stunning shop.

Only 5 minutes from airstrip 21! Join the Alien A-team!

Now let's use the structure and imitate the language to write our own.

- ★ **Ask 3 questions:** Are you ever bored at the weekend?
Do you long for something exciting to do?
Why not zoom to Aliens Park and enter an amazing world?
- ★ **Use *weasel words*** – words that are sneaky and boastful that try and make you think everything is absolutely wonderful. Underline all the *weasel* words in the advert above. I've done a few for you.
- ★ **Tell your reader what to do by using *bossy imperative verbs*:** **Marvel** at flying vampires. **Wonder** at the Dragons' Cave. **Be amazed** by Crocodile World.
- ★ **Add on more detail with a sentence of 3 things:** There is also **ample parking, a cool café and a stunning shop.**
- ★ **Tell them where it is:** Only 5 minutes from **airstrip 21!**
- ★ **Round off with a catchy slogan:** **Join the Alien A-team!**

Let's innovate!

- ★ What do you want to say about Zargon 10? Use the planner below to plan your ideas. You can use some of the sentences above but try to add sentences and ideas of your own. I have left space in the plan for this, too:

Underlying structure	Jot down your ideas in note form
Ask a question to the reader to draw them in e.g. <i>Do you ...</i>	
Tell the reader what there is on Zargon 10. Name 3 things. e.g <i>Don't miss...</i>	

Add on more detail with a sentence of three

Tell them where it is

End with a catchy slogan
e.g. *See you there!*

Maths Investigation – 21.05.20

1, 2, 3, 4

Using the digits 1, 2, 3 and 4 and +, -, × and ÷ symbols make the numbers from 1 to 30.

Each of the numbers has to be used every time, for example $1 + 2 + 3 + 4 = 10$.

How many can you make? Let us know!!



Classification Keys

twinkl

Characteristics

Today we are going to create our own branching keys to identify living things by looking at their characteristics.

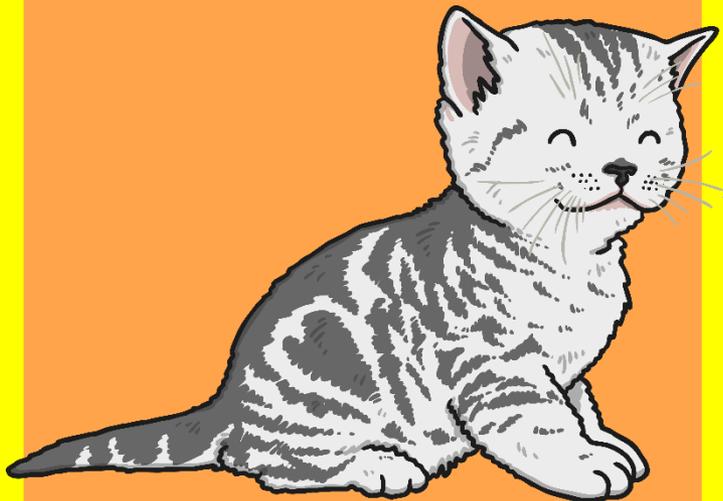
The characteristics of a living thing are what make it similar or different to other living things.

All species of living thing have a unique set of characteristics.

Species with similar characteristics are put into groups. This is how we classify living things.



Characteristics



Is awake

Has fur

Is cute

Has four
legs

Has a
tail

Has
whiskers

Is a
carnivore

Is a
baby

Likes
milk

Plays with
string

Characteristics

These are some of the characteristics of the domestic cat:

Has whiskers

Has four legs

Has fur

Is a carnivore

Has a tail



These are **not** characteristics of the species:

Is awake

Is cute

Likes milk

Is a baby

Plays with string

Why not?

Characteristics



What are the characteristics of this living thing?



Characteristics

What are the characteristics of this living thing?



Characteristics

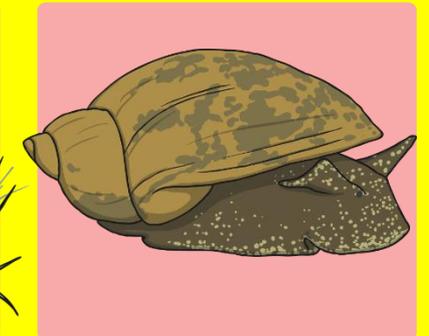
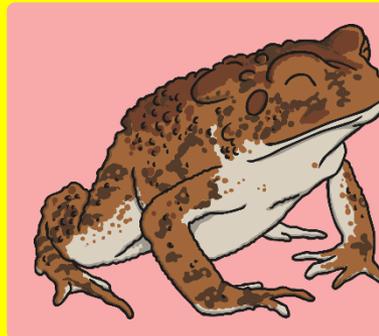
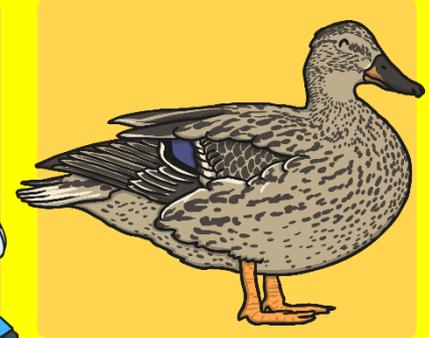
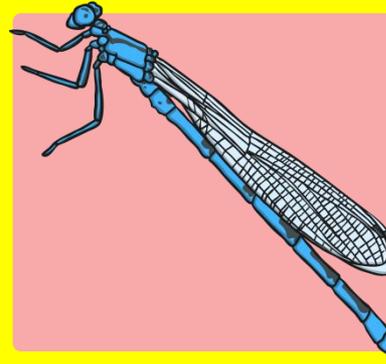
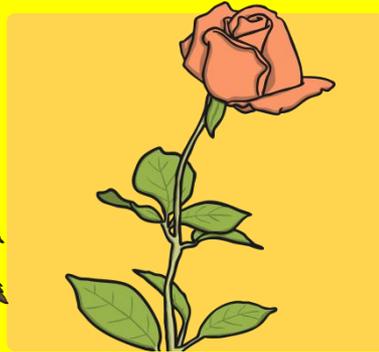
What are the characteristics of this living thing?



Classification Keys

You are going to create a classification key to sort your living things.

Look carefully at these living things. What question could you ask to split them into two groups?

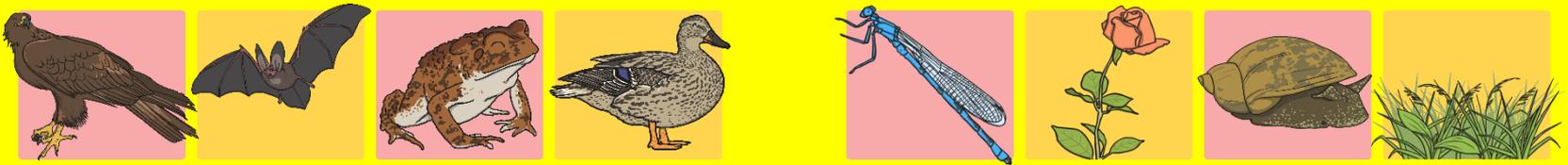


Classification Keys

Is it a vertebrate?

yes

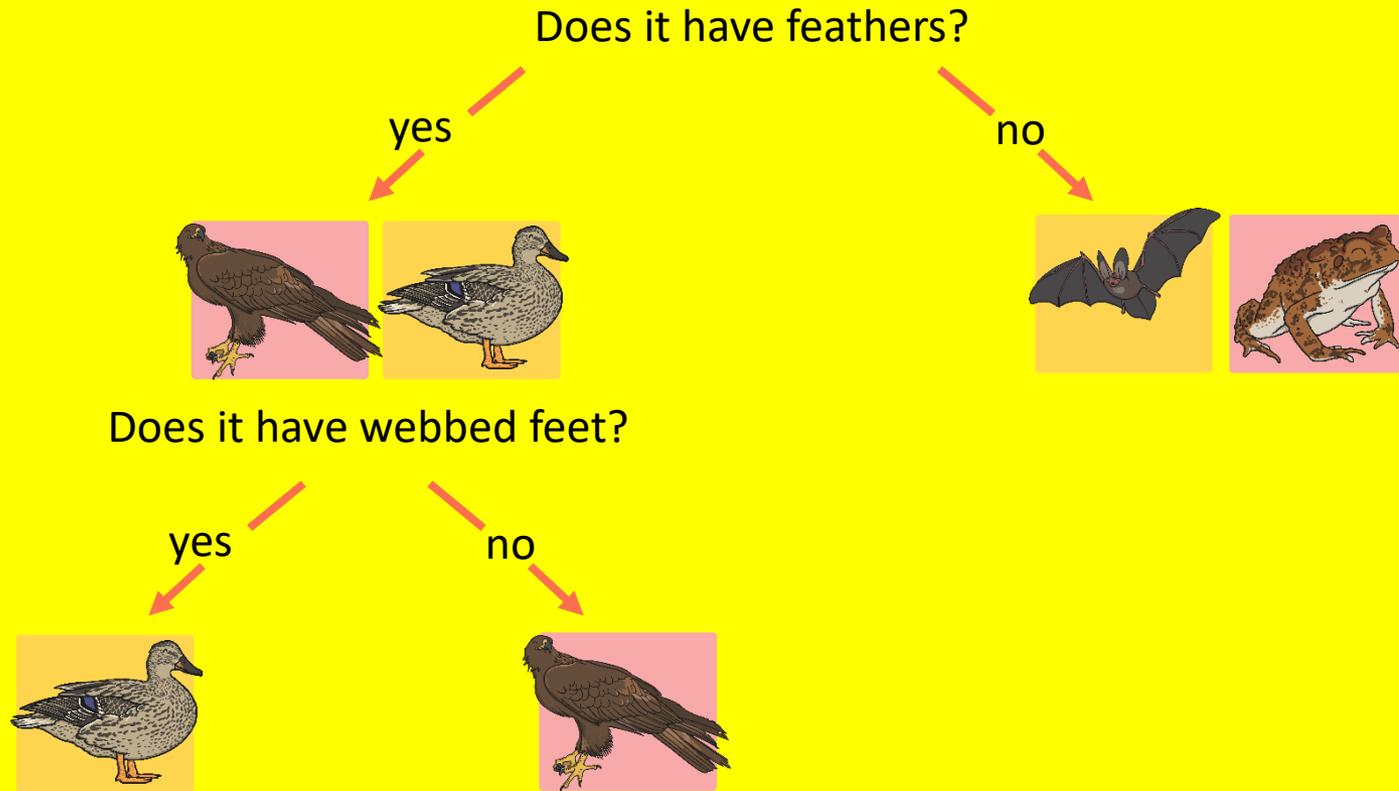
no



Choose one set of living things.

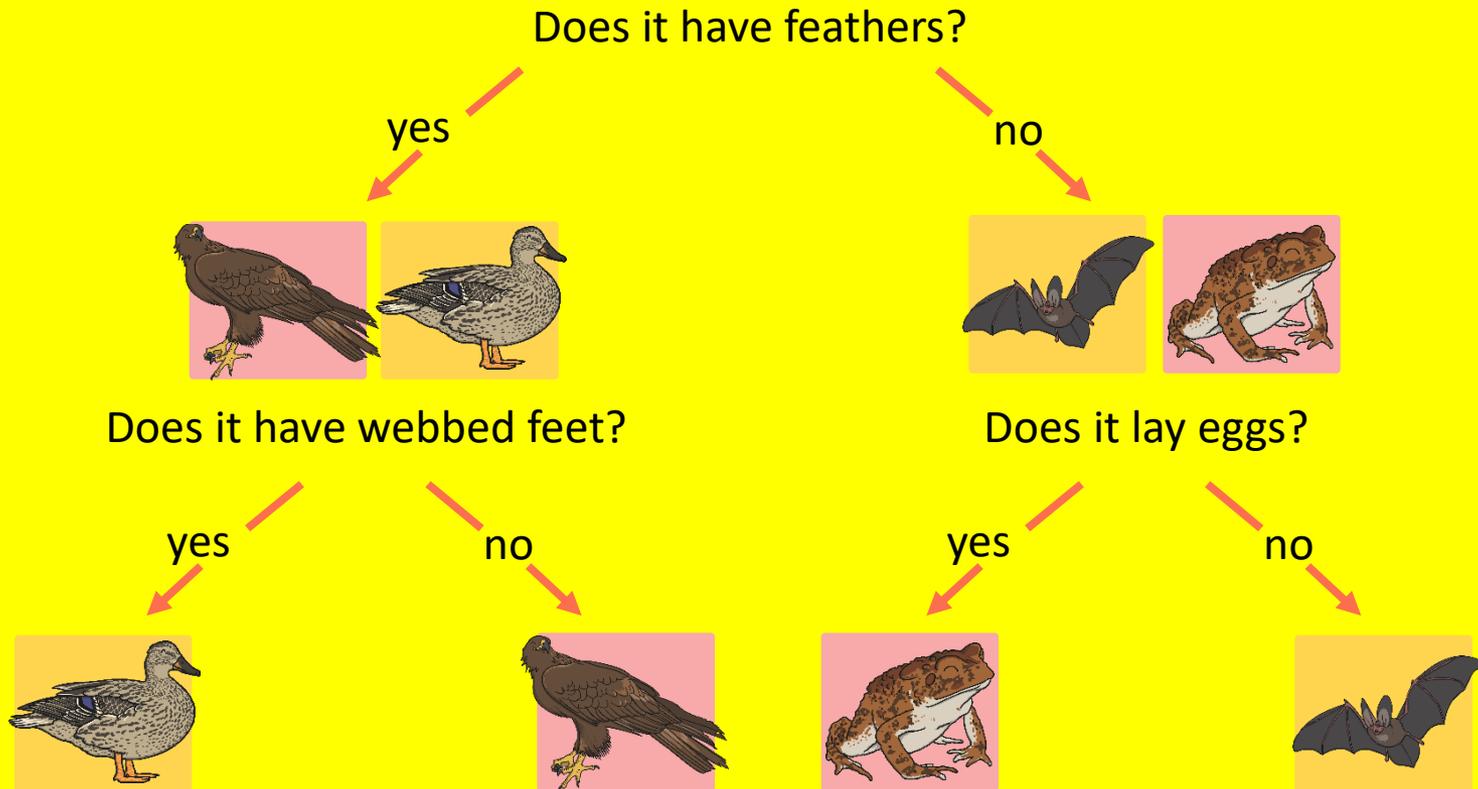
What question could you ask to split these living things into two groups?

Classification Keys



When you reach the end of the key, move on to the next group of living things. Choose a question that lets you sort them into two sets as before.

Classification Keys



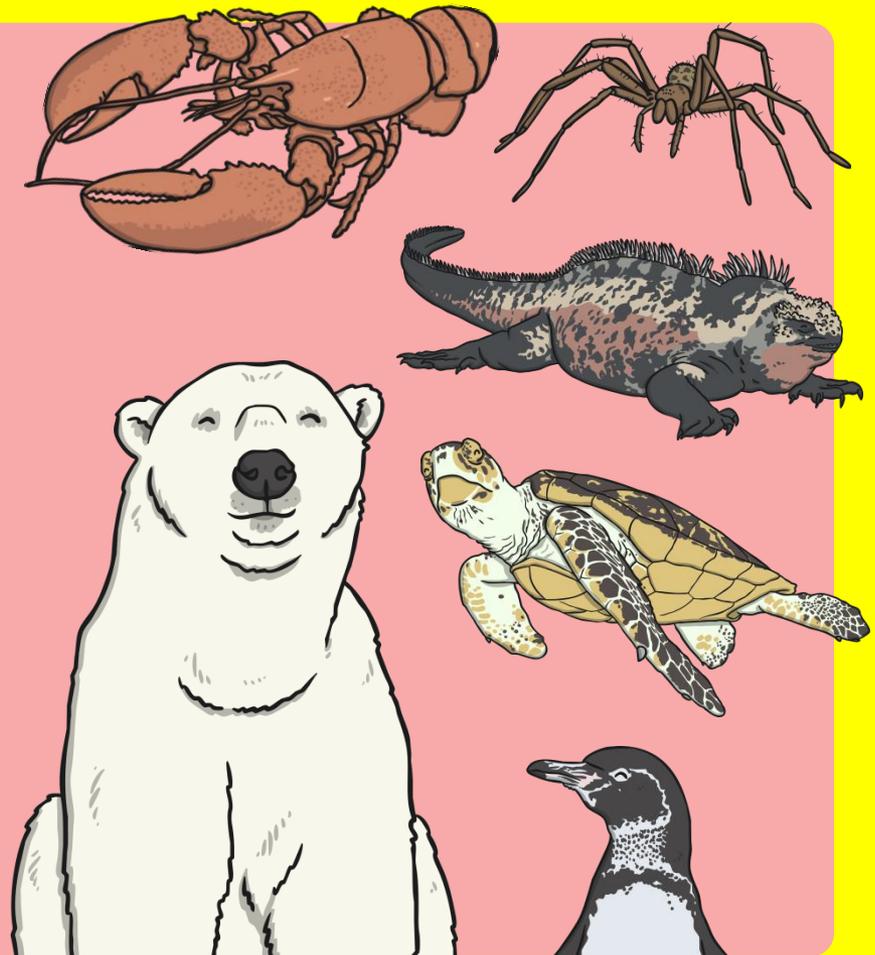
Classification Keys

Have a go at arranging your living things into classification keys by choosing questions that let you split each group into two.

You can choose the questions on the slides or write your questions on sticky notes and draw arrows to show how you move down the key.

Use the questions on your classification tables as a starting point if you need to.

Be sure to test your key at the end to make sure that the path works correctly for each living thing.



Let's focus on a desert habitat

What lives there?



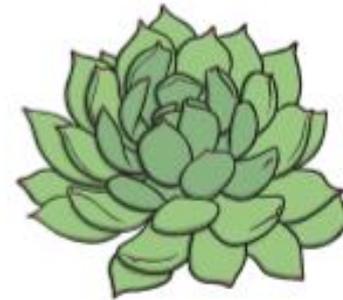
cactus



ostrich



scorpion



succulent

Let's focus on a desert habitat

What lives there?



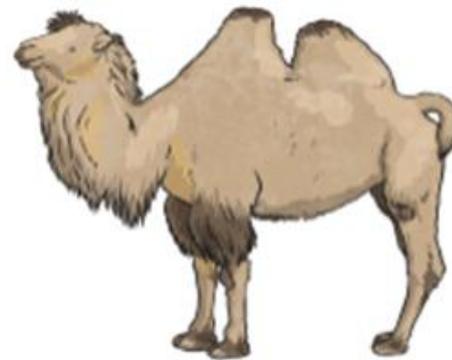
meerkat



tarantula



eagle



camel

Desert Habitat

You can either sort the selection of animals using the questions below or make up your own, it's up to you.

Is it a plant?

Does it have a long neck?

Does it have a tail?

Does it have feathers?

Is it a vertebrate?

Does it have hooves?

Does it have spines?

Testing and Evaluating

Follow the path that leads to each living thing.

Does each path work correctly?

Do the questions used in the key describe the characteristics of the living things?

What could make this key better?

What has been done well?

