Year 5 – Year 6 Homework

Term 3, Week 7-8

Westgarth Primary School
Safe, Fair & Friendly

Reading and Viewing – Compare and Contrast

Select two narratives that you have read recently. These can be anything from picture books, to novels that you are familiar with. For this task, you are going to compare the two stories and consider their similarities and differences. A nice way to present this would be in a Venn Diagram, which you will need to draw. Remember that the elements that are unique to each story will be placed in each circle and the similarities will be recorded where the circles cross over.

Consider the following questions to get you started:

- What is the theme of the story?
- What is the author's purpose?
- Did the main character have a problem?
- Does each story have a narrator or is it told from the first person?
- What is the language style that the author uses?

Wonder

Bridge to Terabithia
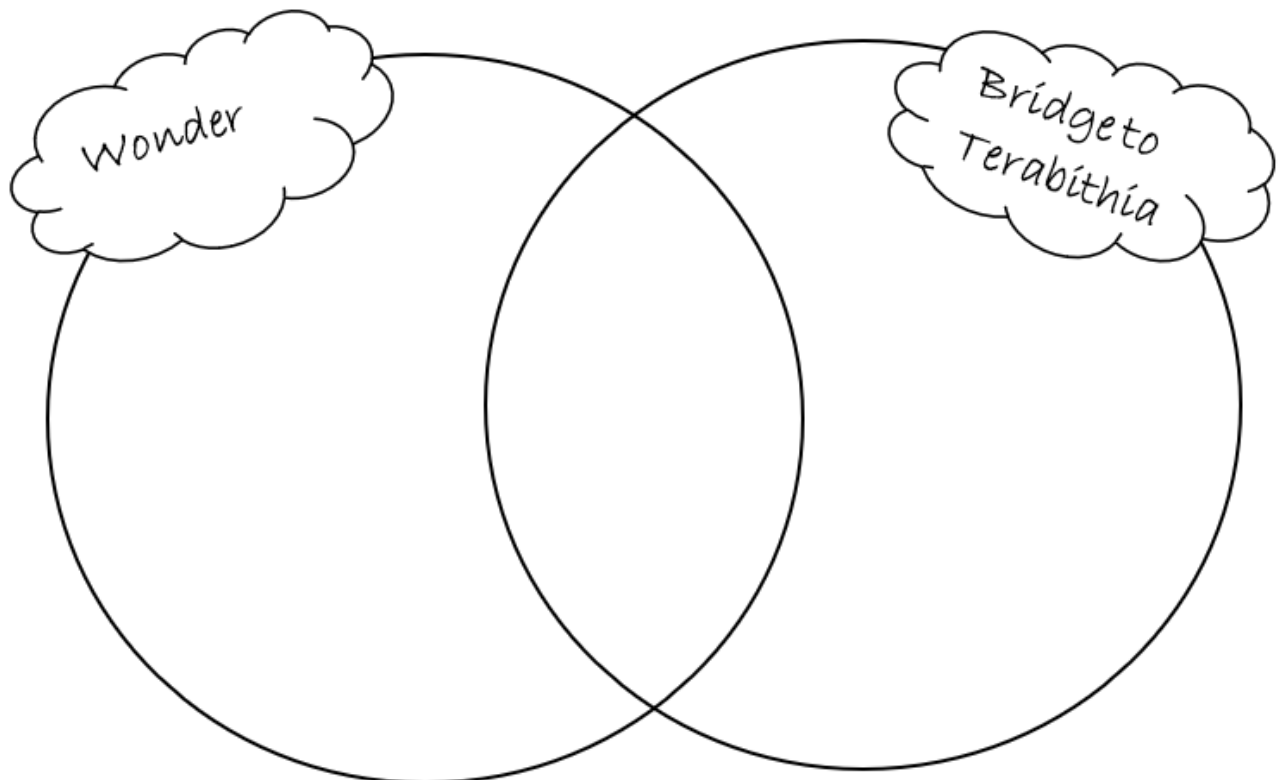
Writing – Write a Persuasive Text

Watch the most recent episode of Behind the News: https://www.abc.net.au/btn

Choose one of the stories covered in the episode and plan and write a persuasive text convincing the reader of your opinion of the topic or issue. Be sure to include an introduction (explaining what the text will be about) and separate paragraphs for your arguments. Also consider the persuasive devices that will assist you in convincing the reader. Quotes from experts and statistics are often useful for this.

Challenge: To test your comprehension skills, you may also wish to complete some of the questions in the Episode PDF Package, which you can find by scrolling down the page.

Mathematics – Just Gridding Game

In Years 5 and 6, mathematics begins to focus in on algorithms and processes when solving problems for any of the four operations. *Just Gridding* is an easy game to set up and play and very effective as a means of revising strategies and renaming processes for solving number problems.

Just Gridding

Organisation:

- Play game in a pair
- Each player has one 'staircase' per game

Materials:

- 1 die (standard six-sided die is fine, although a ten-sided 0-9 die is even better)
- Use the 'staircase' template overleaf, or alternatively draw your own

Objective:

To make the largest number

Instructions:

1. Player A rolls the die.
2. Both players have to place the number shown in the ones column, which is the top level of their staircase grid.
3. Player B rolls the die.
4. Both players have to place the number shown in either the ones or tens column, which is the second top level of their staircase grid.
5. Players continue taking turns in rolling and working their way down the grid until all numbers are filled. Both players then add together all four levels to determine their total for the game. The largest number wins.
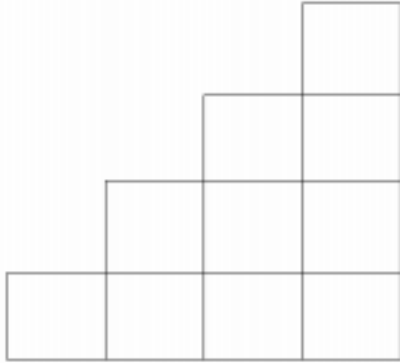
Differentiation:

- Extend or reduce the number of levels to the staircase
- Make the smallest number the winner, or the closest player to a specific number
- Modify the place value columns to incorporate decimal fractions
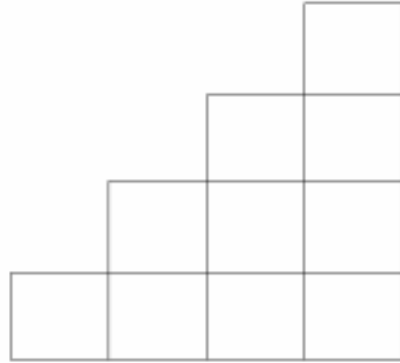

Just Gridding Scoresheet
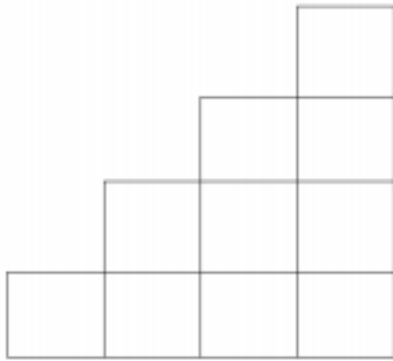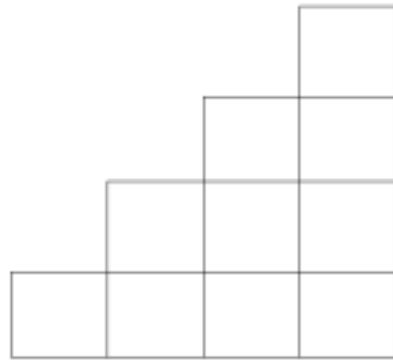
Player A _____

Th	H	T	O

Player B _____

Th	H	T	O

Player A _____

Th	H	T	O

Player B _____

Th	H	T	O

Player A _____

Th	H	T	O

Player B _____

Th	H	T	O