OSPREY SIGNPOST 26

LITERACY TASK

Have a look at the biography examples.

Discuss: What is the same and what is different about each?
Then, choose one and label all the key features using the 'Biography Checklist' list below.

CREATIVE TASK

Cooking Day — Complete the draw your favourite foods sheet below.

Today is...



Please take a minute to think about things you are grateful for; do a calming activity like colouring, reading or yoga; or have a look at the resources on the school website with your adult.

https://meldreth.eschools.co.uk/web/ wellbeing_wednesday/479527/cHJldmlld3 x8MjAyMC0wNS0wNSAxNjowMDo1MA%3D%3D

MATHS TASK

Have a go at the 3D shapes snap game attached.

To learn more about 3D shapes have a look at the link https://www.bbc.co.uk/bitesize/topics/zjv39j6/articles/zcsjąty

Spanish TASK

Look at the Spanish translation sheet below and watch the video of The Very Hungry Caterpillar:

https://www.youtube.com/watch?v=75NQK-Sm1YY
See if you can spot any words you

See if you can spot any words you recognise, like fruit and days of the week.



Please complete as many of the tasks as possible, however please try to put MORE into the task which appeals to you the most.

Upload your work to STARZ or ask a parent to email your work for Miss McGinty to mark.

Literacy — identify key features of a biography.

Biography Checklist	√
A title, headings and sub-headings.	
An introduction that summarises what the person is best known for.	
The key events of the person's life in chronological order.	
Information about when and where they are born and died, and any family they had.	
Verbs written in the past tense.	
Sentences written using third person pro-nouns (e.g.: he, she, they).	
A fact box.	
A conclusion about how they are (or will be) remembered.	
A picture or photograph of the person.	

Maths - Learn the names of 3D shapes.



3D Shapes

Pairs and Snap are both short, quick-fire games that are great to fit in any time of the day. Maybe the winner could get a treat, or perhaps everybody who joins in can get a treat!

You will need:

- Scissors
- 3D Shape Cards, printed on thin card

A double deck of the cards is recommended for Snap.

What to do

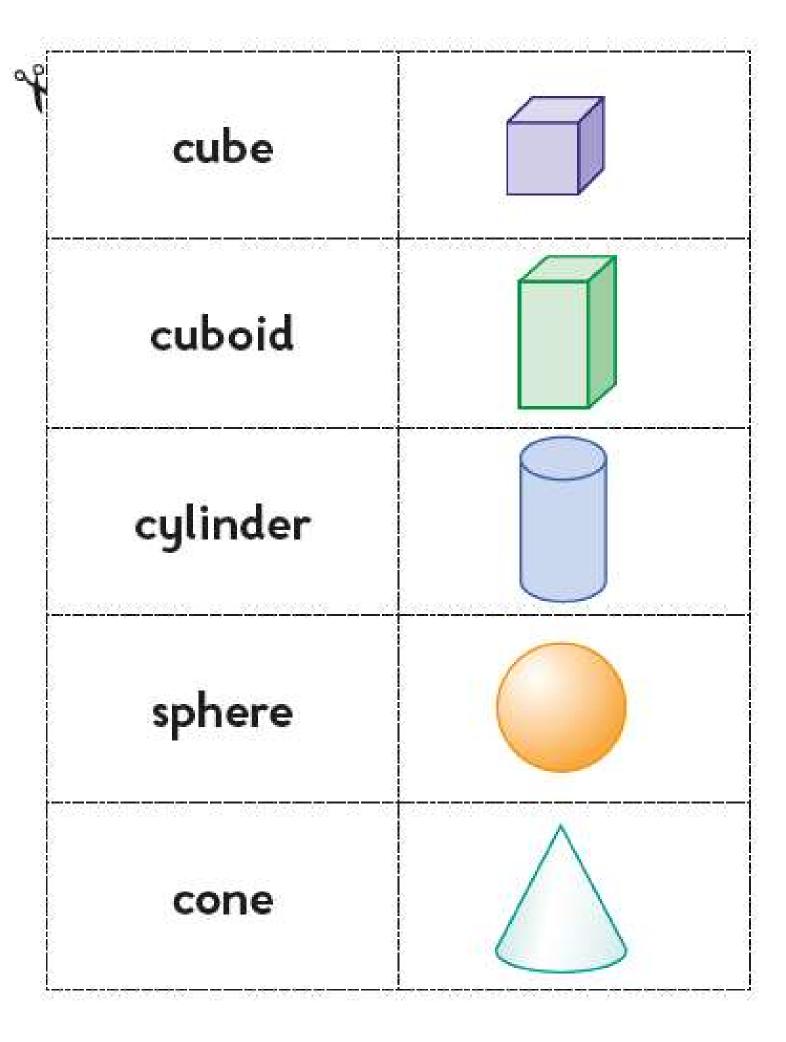
Cut out the cards. (Check with an adult before using scissors.)

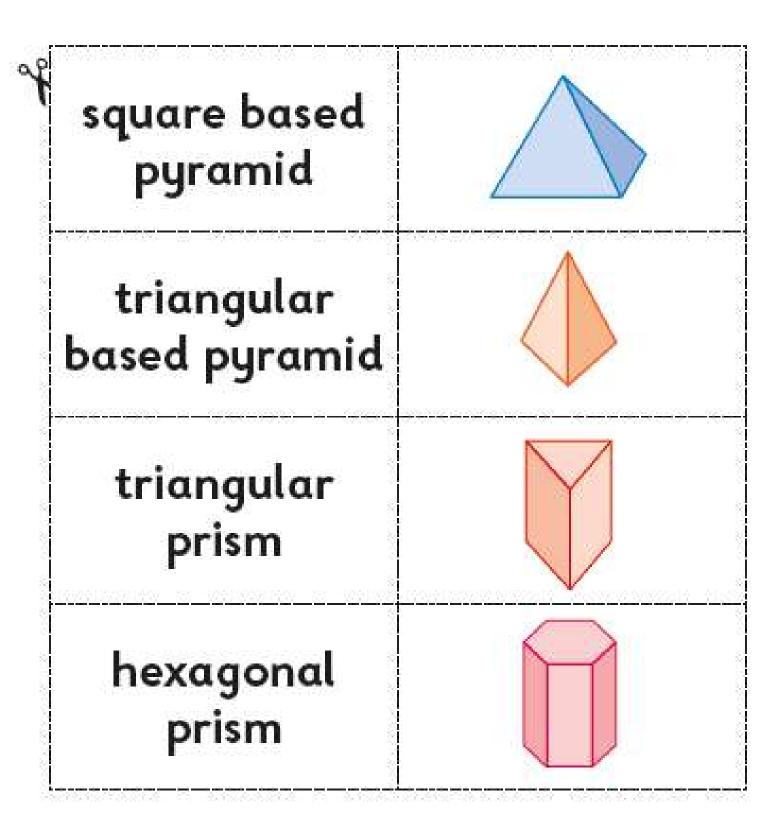
Pairs (two or more players)

- Place all cards face down on the table.
- In turns, turn over two cards and see if they match, e.g. a shape and its name.
- If they match, keep the pair. If they don't, turn them back over.
- The winner is the person with the most pairs once all of the cards have been matched.

Snap (two players)

- · Shuffle the cards and deal them into two piles, face down.
- Both players turn their top card over at the same time.
- If the cards match, shout 'Snap!' The first person to shout Snap takes all of the upturned cards.
- If they don't match, keep turning over cards, placing them on top of the upturned ones. If you run out of cards without getting a match, shuffle them and deal again.
- The winner is the first person to get all of the cards.



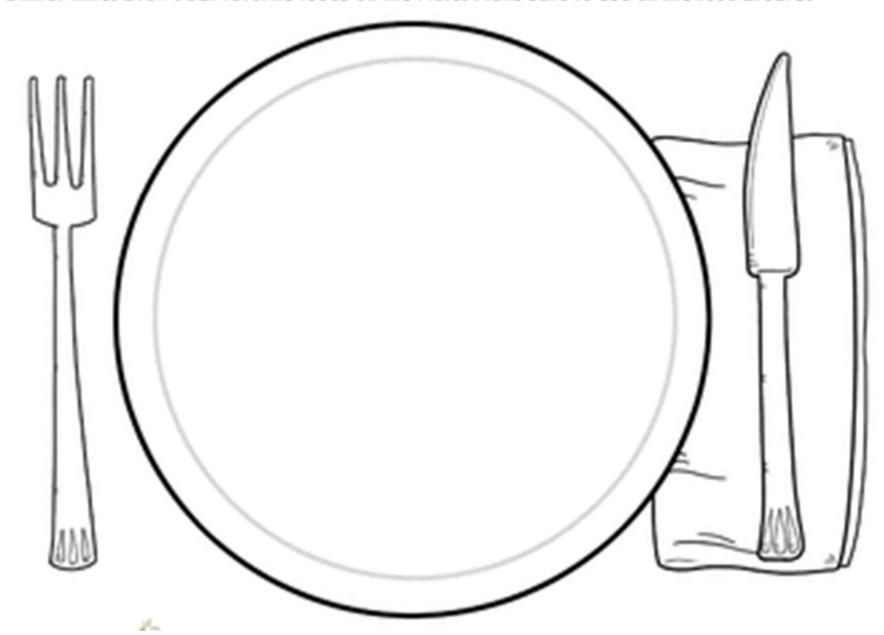


3D Shapes square cube based pyramid triangular cuboid based pyramid triangular cylinder prism hexagonal sphere prism cone

Creative – Healthy Eating Plate



Dinner time! Draw your favorite foods on the plate. Make sure to use all the food groups!



Spanish - La Oruga Muy Hambrienta - The Very Hungry Caterpillar.

Una noche, a la luz de la luna llena, reposa un huevecito sobre una hoja.

Un domingo por la mañana una oruga pequeña sale del huevecito. Tiene mucha hambre y busca algo que comer.

El lunes (Monday) come <mark>una manzana</mark> pero aún tiene hambre.

El martes (Tuesday) come <mark>dos peras</mark> pero aún tiene hambre.

El miércoles (Wednesday) come tres ciruelas pero aún tiene hambre.

El jueves (Thursday) come <mark>cuatro fresas</mark> pero aún tiene hambre.

El viernes (Friday) come cinco naranjas pero aún tiene hambre.

El sábado (Saturday) come <mark>un trozo de pastel de chocolate, un helado, un pepinillo, una loncha de queso, una rodaja de salchichón, una magdalena y un trozo de sandía.</mark>

Tiene dolor de barriga.

Al día siguiente la oruga come <mark>una hoja verde</mark> y se siente mucho mejor. Ya no tiene más hambre y es una oruga grande y gorda.

Se construye una casa, un capullo.

Se queda allí durante más de dos semanas.

Un día hace un aqujerito en el capullo y empuja hacia fuera.

Se ha convertido en una hermosa mariposa.