Primary 7: Learning activities

(Remember: Primary 7 in Scotland is equivalent to Year 6 in England.)

Parents will need to register for a free account on Studyladder if they wish to use these resources. Click the link here to find the registration page.

Literacy	Numeracy	Health and Wellbeing
Reading	Log into studyladder; year 6 and try the following:	Topic
Continue to read a book of your choice.	bog into stadyladdolf, your o' and it y the following.	Consider inspirational figures; current or historical.
Sommer to read a book of year energy	https://www.studyladder.co.uk/games/mathematics	what is inspirational about this person?
Reading comprehension	/qb-year-six	Choose an inspirational figure and research what
Select a short story, poem or novel and try to	<u> </u>	makes this person inspirational.
answer questions from each of the sections below.	Addition, Subtraction, Multiplication and Division -	Present your findings through a poster or leaflet, or
Remembering	try the activities.	use technology to create a powerpoint, iMovie or use
Can you recall a fact from the story?	When trying the Mental Maths activities consider	Book creator.
What is the setting in the story? - How do you	your strategies, write down the way you are	33311 31 32 131 1
know?	calculating the answers in your head. Discuss this	
Name the main characters in the story? What are	with someone at home or with your teacher when	French
they like?	you are in school. Is there another way that is	Try 'The Great French Language Challenge' at the
What was the first thing that happened in the	quicker?	website below.
story?		https://www.britishcouncil.org/sites/default/files/t
Can you list three main events in the story?	Times table practice	he_great_french_language_challenge.pdf
Who solved the problem in the story? - What did	Activities online and/or	
they do?	Make up a game to practise your times tables, eg	
Understanding	pairs or hit the button	Try out some of the quizzes online to test your skills
What was the story mainly about?	Eg. Write 6x7 on one piece of paper and 42 on	and develop your knowledge. You can have 15
Who is your favourite character and why?	another, either match them up or play hit the	questions FREE each day.
How did the main character feel at the	button with a partner - lay the cards on a flat	https://www.educationquizzes.com/ks2
beginning/end of the story?	surface, one person says 6x7 or 42 and other(s) hit	
Describe the main character using three adjectives.	the paper with the answer	
Explain why the story has the title it was given.		
What is your opinion about how the character solved	Information Handling	
the problem?	Look at the section on Data, Graphs and Statistics,	
Applying	try each of the activities.	
Make a connection to the story Is the connection;		
text-self, text-text, text-world?	Problem solving	
How are you like the main character in the story?	Try the activities in the Two Step Problem Solving	





What unanswered questions do you have about the story?

What did you learn from reading this story? Why did the author write this story?

What is the genre of this story? - How do you know?

Analyzing

How did the main character change during the story?

What was the turning point in the story?

What was the theme of the story? - Can you name another story with the same theme?

Which part of the story did you like best? - Why did you choose it?

Which events could not have happened in real life and describe why?

How are the characters alike and different?

Evaluating

What would happen if you took out a key event in the story?

Which character would you most like to be friends with and why?

Would you recommend this book? Why or why not? Was the character good/bad and explain your answer?

Do you think the character solved the problem in a good/bad way?

Why do you think the character did what they did? **Creating**

How would the story change if you took out a key event in the story?

What is an alternative ending for this story? How could you have solved the story in a new way? What would be a better title for this story? - Why did you choose it? section.

Log into www.sumdoq.com and play the games

Games

Number Bonds and Times Tables

www.topmarks.co.uk/maths-games/hit-the-button www.timestables.co.uk www.mathszone.co.uk

Numeracy and Maths Games

www.nrich.maths.org/primary

www.mathsisfun.com

https://www.topmarks.co.uk/maths-games/7-11years/ordering-and-sequencing https://home.oxfordowl.co.uk/kids-activities/funmaths-games-and-activities/ www.mathsframe.co.uk





If you were the main character, what would you	
have done differently?	
What changes would you have made to this story and	
explain why?	
Reading comprehension exercises	
Go to the narrative section from:	
https://www.studyladder.co.uk/games/literacy/gb-	
year-six/english-reading-comprehension-1032	
Try the exercises on:	
The Brass Compass	
 A Mysterious Discovery 	
Writing	
Write a recount of an event.	
Reminder: a recount describes past experiences by	
retelling the events in the order they occurred.	
Think of something you have done in the past and	
write about this.	
Make a recount plan	
Structure -	
Introductory paragraph - introduce what	
you will be writing about/recounting, include	
a summary of the main ideas and introduce	
who, what, when, where information.	
Main body paragraphs - the next	
paragraphs should develop your recount,	
detailing who, what, when, where, how and	
why. The events should be written in	
chronological order/sequenced and include	
personal comments and feelings.	
Concluding paragraph - sums up the events	
with a summative statement, further	
thoughts, consequences or results of the	
events and includes personal	





thoughts/feelings.

And/or alternatively, go to the site below and try this example of a recount, it will require you to carry out some independent research.

https://static.studyladder.co.uk/cdn/course/b5/51bceb119cc9/Studyladder+-+World+Travel+Diary.pdf

Listening/ Talking

Try out some of the ideas below to practice your listening and talking skills

- Play 20 questions
- Play a board game

Handwriting

Carefully and neatly handwrite a piece of your writing or practise some spelling words. Focus on joining all the letters correctly.

abcdefghijklmnopgrsturwx

Spelling

 Test yourself on common words, work your way through the first 500, link here to words identifying any you are unsure of. Focus on learning to spell some of these words.

Practise the following spelling rules/patterns:

- Soft c rule where c before e, i, y represents the s sound
- Soft g rule where g before e, i, y
- The f sound represented by ph or gh





- ie rule I before E except after C if it rhymes with BEE, eg thief and ceiling
 Suffixes Adding ly (see notes below)
 Plurals adding s, es, oes, ies
- Verbs adding suffixes ing and ed (notes below)
- Select words from your reading book and see if you can change them by adding suffixes
- Go to;

https://www.doorwayonline.org.uk/activities/speller_Look at the list of levels and select spelling work to practise what you have already been taught or challenge yourself. Suggestions include:

- Word beginnings and endings
- Lists
- Common words.

Use some of the active spelling strategies you would use in class. Eg, writing out in different colours, pyramid writing, create mnemonics, write sentences, a paragraph, poem or rap using as many of your spelling words as possible.

Spelling notes:

Suffixing rules

Adding ly

- Words ending in e drop the e and add ly, eg terrible - terribly
- Words ending in y change the y to i and add
 Iy, eg happy happily





 Verbs adding suffixes ing and ed: Words ending in e drop the e and add ing Short vowel words double the final consonant and add ing Words ending in e just add d Short vowel words double the final 	
consonant and add ed	



