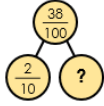


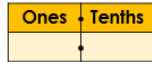
Maths: Fun Five! Choose any 5 to answer.

Complete the stem sentence:
2.6 is equivalent to ___ wholes
and ___ tenths.

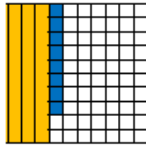
Complete the part-whole model.



Use counters to represent 2.4 on a place value grid.



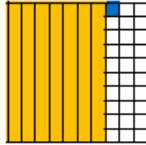
Complete the stem sentences to write the decimal.



There are ___ tenths.

There are ___ hundredths.

The decimal is 0. ___

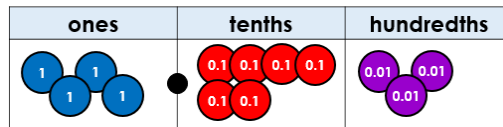


There are ___ tenths.

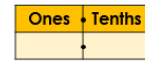
There is ___ hundredth.

The decimal is zero point _____

What number does this place value grid show?



Use a place value grid to fill in the missing numbers.



$$4 \div 10 = \square$$

$$\square \div 10 = 0.9$$

True or False?



When we divide a number by 10, we move each digit 1 space to the right.

Use a diagram to prove your answer.

Quick Comprehension: Complete the reading comprehension. Children should allow themselves one minute to read the text, and five/ten minutes to answer the questions. Some of the questions are quite tricky, so don't worry if you have to talk them through with an adult.

Spellings

Core

wasp
water
swan
towards
woman
wonder
swollen
session
lesson
success
car
hard
I'll
I've
continue
minute

Support

mistake
misplace
misread
miscount
non-stop
non-drip
non-stick
non-starter
nonsense
fine
finer
finest
house
about
bicycle
circle

SPaG Challenge in books please

Write out Emil's shopping list using commas in the correct places.

Emil needs to buy

.....

and



Times Tables Activities

Please do some of the following:

- Daily times tables on TT Rockstars
- Daily time tables in booklet
- Times tables training grid
- Times tables wheels
- Daily chanting and oral questioning

Please remember: All homework is marked in class with the children and will not have written feedback on it.

Homework is due in on the following Friday.

The Cat in the Witch's Woods

- 11 Once upon a time, there was a girl and her wicked
19 stepmother. The stepmother dreamt of nothing but how
30 she could get rid of her stepdaughter. One day, an evil
43 idea came into her head and she sent the girl out into the
51 great, gloomy wood where a wicked witch lived.
- 61 After months of misery, the girl stumbled across a grey
72 cat in the bleak woods. "How can I escape the witch?"
81 she asked the cat. He gave her two items.
- 91 "Throw this handkerchief on the ground and run as fast
102 as you can," he said. "Wherever it touches the ground, a
113 deep, broad river will appear. If the witch manages to get
124 across it, throw this comb behind you and run for your
134 life. Wherever the comb falls, a dense forest will grow
139 and trap the witch forever."



Quick Questions

1. Which two objects did the cat give to the girl?

2. Find and copy two adjectives which describe the
Witch's woods.

3. Why do you think that the girl experienced
'months of misery'?

4. What do you think the girl did next?

