

Year Group	5	Week Beginning	2 nd February
Reading			
Reading	Read 30 mins a day – 5 times a week. Accelerated Reader quizzes can be taken at home.		
Emile - Login			
<ul style="list-style-type: none"> • Go to: https://emile-education.com/ • Click 'Premium Log In' • Click 'Student Log In' • The best option is to 'Get the Student App' – this allows more features • Alternatively click 'Browser Version' <ul style="list-style-type: none"> ○ Log in using <ul style="list-style-type: none"> ▪ Homefield Primary School ▪ Username and password – the same as Accelerated Reader 			
Grammar & Spelling			
Log in to your Emile account to access			
Emile Grammar	When logged in, complete the important Grammar task set for you by your teacher. Once this has been completed, you can then access additional grammar games.		
Emile Spelling	Select Tasks when logged in. Enter the following code: SY5T2AW5L If you have Bespoke spellings, do not enter the code. Instead, select Spelling – Go To Heim – Select Rating Game		
Spellings	parliament, environment, equipment, government, entertainment, advertisement, embarrassment, department, movement, cement, payment, document		
Maths			
Log in to your Emile account to access			
Emile Maths	When logged in, complete the important Maths task set for you by your teacher. Please note the task may not be called Maths – it will be named after an area of maths, e.g. Place Value Task. Once this has been completed, you can then access additional maths games.		
Log in to your Numbots / TT Rockstars			
Numbots / TT Rock	Numbots – log in and undertake a variety of 'Challenge Mode Tasks'. If this is too challenging, continue with story mode. Recommended 3-5 mins per day.		
Wider Curriculum (half-termly)			
	Knowledge Organisers	Games	
Art	Perspective Drawing		
History	Ancient Maya	Ancient Maya Online Activities	
Science	Properties and changes of materials	Wordwall	
Safety (half-termly)			
Online Safety	<p>Spring Term Focus: Understanding how to stay safe online, the importance of privacy, and handling cyberbullying. Activities could include:</p> <ul style="list-style-type: none"> ○ Create rules for safe internet use at home and school. ○ Learn about strong passwords with a fun activity like creating rhymes or acronyms. ○ Role-play scenarios on what to do if someone sends them a suspicious link or message. <p>https://www.childnet.com/young-people/4-11-year-olds/get-smart/</p>		