<u>Daily PE</u> Joe Wicks (the Body Coach) has offered to be your PE teacher live on YouTube, The Body Coach TV Mon-Fri from 9:00 whilst schools are closed – #PEwithJoe Mrs Hildred, Mrs Mulhall and myself will also be doing this each day ☺	<u>Create a board game</u> Invent, design and build a board game where the players have to travel the world and use exchange rates to swap currencies. *Read the instructions and ideas below.*	<u>How far can you go?</u> How far can you go in a minute on various forms of transport? Look at how far different things can travel in 60 seconds e.g. snails, ants, cats, hamsters, bikes, cars, birds, bees and people. How efficient is each in proportion to their body size?
<u>Education City</u> Complete the activities on Education City in the folder "Summarising Sheba". Year 5 are to complete the Year 5 activities and Year 6 the Year 6 please.	<u>Be an inventor</u> Make a Soap-powered Boat! *See the instructions below* to see what to do – a fun activity and your hands will be lovely and clean after too! ☺	<u>Mathletics</u> Log on and complete the activities I have assigned you. When you have done those you can have a look at other areas of the Mathletics website if you would like to. Or have a play on TTRockstars.
<u>Art</u> Choose a window in your home that you can sit comfortable in front of and carefully draw the view from it. Using pencil crayons/water colour paint or whatever you have available to add aspects of colour to your drawing.	<u>Read</u> Create a cosy den somewhere in your house so you can snuggle down all cosy and undisturbed to read a book for 30 minutes each day. I don't mind what you read as long as it is something that you enjoy. If you want to practice reading out loud and everyone is busy, read to your pet or a teddy ☺.	<u>Diary</u> Start writing a diary about what you are doing every day and what life is like at the moment. Remember to put down how you feel. Keep a record of this time when the world stopped for a moment and you got to spend a lot of time together as a family. Keep it safe and then maybe when you are older you'll enjoy reading it and sharing it with your own families.

Make a soap-powered boat

You will need:

- piece of card (a piece from the recycling will do; or a piece of cereal box)
- scissors (be careful with the scissors)
- ruler
- washing-up liquid
- sink or bath full of water.

What you do:

1. Measure and cut out a piece of card about 10 cm x 5 cm. This is your boat.

2. At one end of the boat, fold the two corners in to make a point – this is the front.

3. At the back, in the centre, cut out a small slot – this is the boat's engine.

4. Place the boat on the water. Add a few drops of washing-up liquid to the engine. Watch your boat go!

What's happening?

Water has a 'skin', called surface tension. It's strong enough for the cardboard boat to lie on top. The tension pulls the boat equally in all directions, so it doesn't move. Detergent breaks down the skin. If there is detergent at the back of the boat and none at the front, the water pulls the card more at the front than at the back: the boat moves.

Up for a challenge?

Make a more sophisticated model boat. Can you create an engine recycling anything around the house (obviously check first!), that releases washing-up liquid drop by drop, so that it keeps moving

Creating a Board Game

In Geography last week we looked at currencies around the world and exchange rates between currencies. I mentioned that I had fond memories of a board game called "Go International". I would like you to invent a board game where players have to travel the world and use exchange rates to change their currencies. You need to design the board, decide the rules, research currencies from around the world, find out the countries of the world and their capital cities and think about how someone might travel to each.

Below is an explanation of how one of my favourite games worked to help you with some ideas:

Go is a travel game where each player is given the task of travelling to different cities around the world by air, rail, road or boat and purchasing souvenirs. The first player to return to London with the correct number of souvenirs (the quantity dependent on the number of players) is the winner.

The board is laid out in the centre of the table, and the luck and risk cards are shuffled and placed face down in their respective positions. Each player is given two tokens of their chosen colour, one of which will always stay on the outer track,

and one of which will move on the inner map. The starting position on the outside track of the board is the 'Start' space and on the map, it is 'London'. Each player is also given starting money in sterling (£).
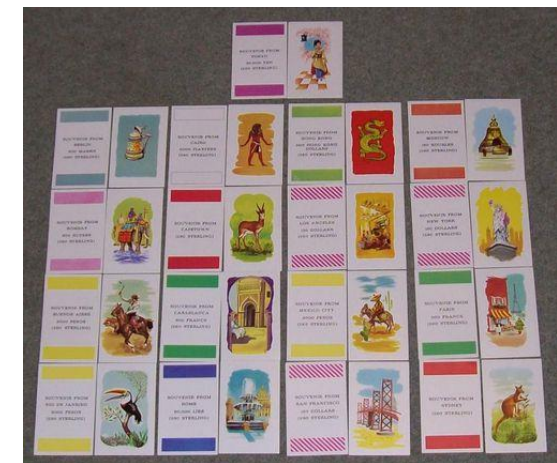

Players take it in turns to roll a die and move their playing piece around the outer track. Each space landed on allows the player to perform an action, such as draw a card, buy a ticket or exchange currencies. Prices for the different tickets, which vary according to starting location, destination and type (air, sea, rail or road) are given in a booklet, and the different exchange rates used in the game are given in a table.

Tickets may be purchased when the playing piece lands on an appropriate square on the outer track. So for example, an air ticket may be purchased at one of the British Airways spaces; an overland ticket at one of the car hire spaces, and so on. A ticket of any type may be purchased at one of the Thomas Cook & Sons spaces. However, tickets must be purchased in the currency used in the space occupied by your playing piece on the map, which is where currency exchange comes in.

When a location is reached the player may purchase a souvenir using local currency, which is the aim of the game. The first person to return to London with the right amount of souvenirs is the winner.

<u>Over to you!</u>

Time for you to be creative and invent your own board game. You are allowed to "steal" ideas from here. Enjoy yourselves. Why not ask grown-ups or siblings to help?