Photo 1

I can see...

I can hear...

visit twinkl.scot

Photo 2

I can see...

I can hear...

visit twinkl.scot

Photo 3

I can see...

I can hear...

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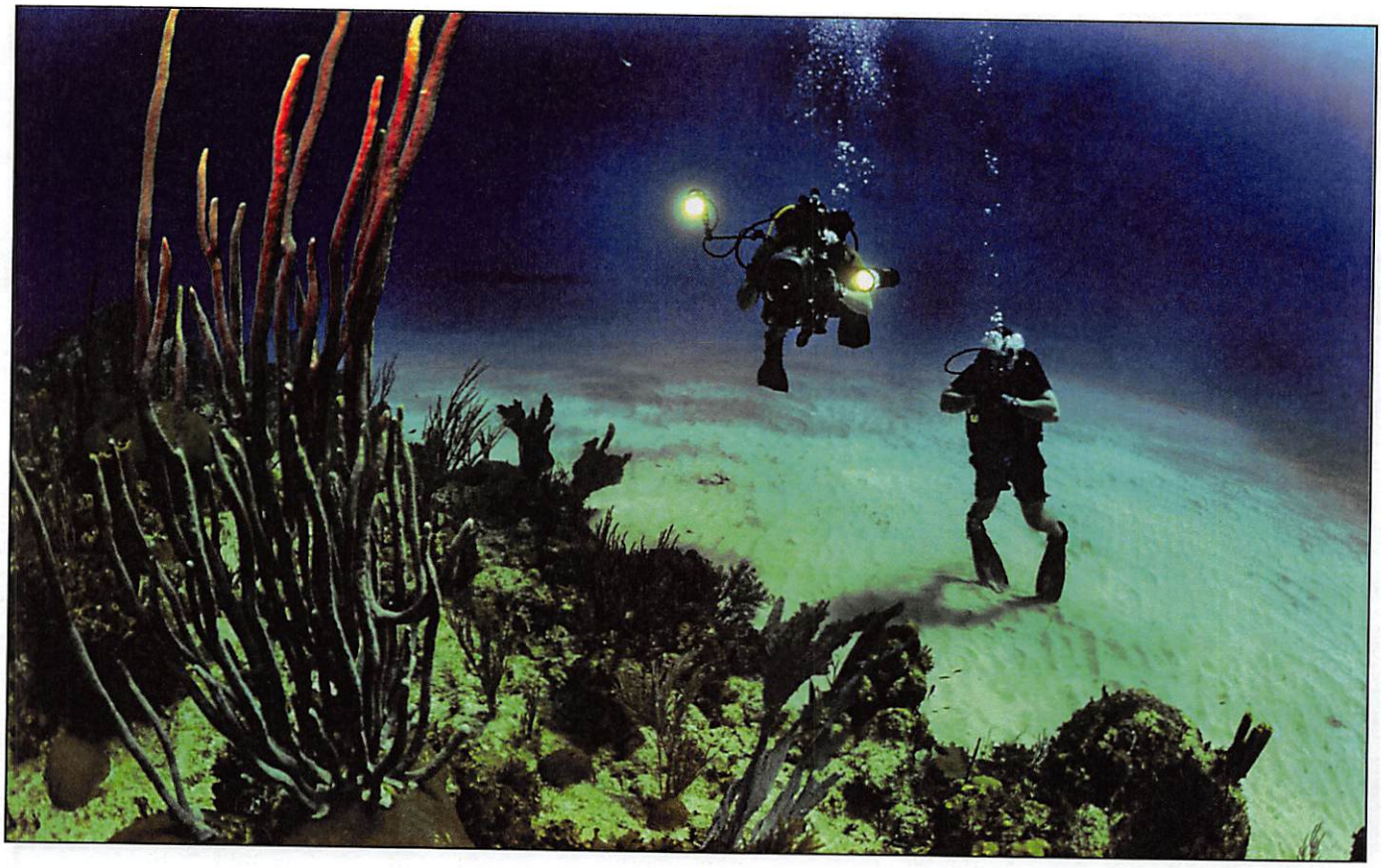
Photo 4



I can see...

I can hear...

visit twinkl.scot

Photo 5

I can see...

I can hear...

visit twinkl.scot

Photo 6

I can see...

I can hear...

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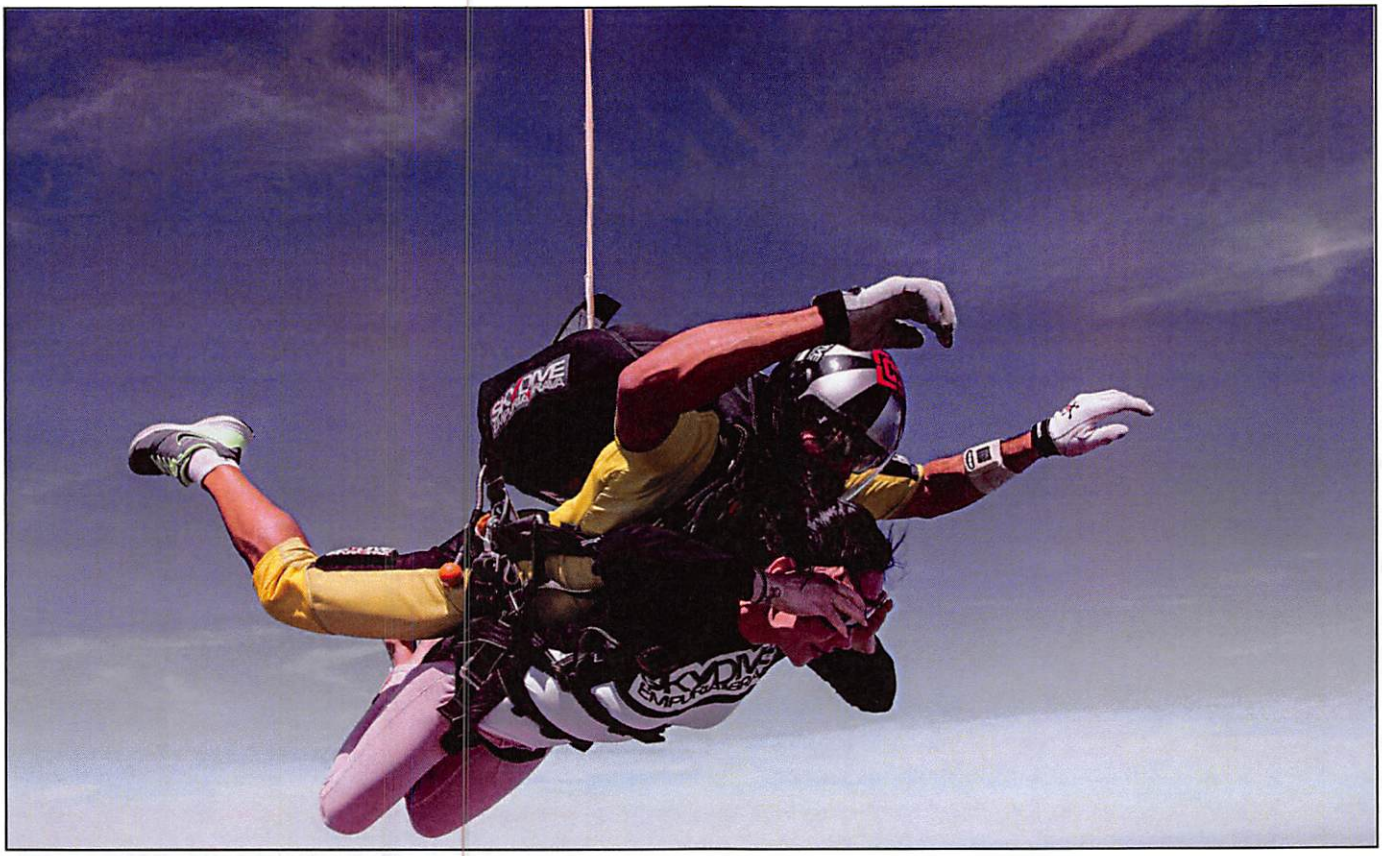
Photo 7



I can see...

I can hear...

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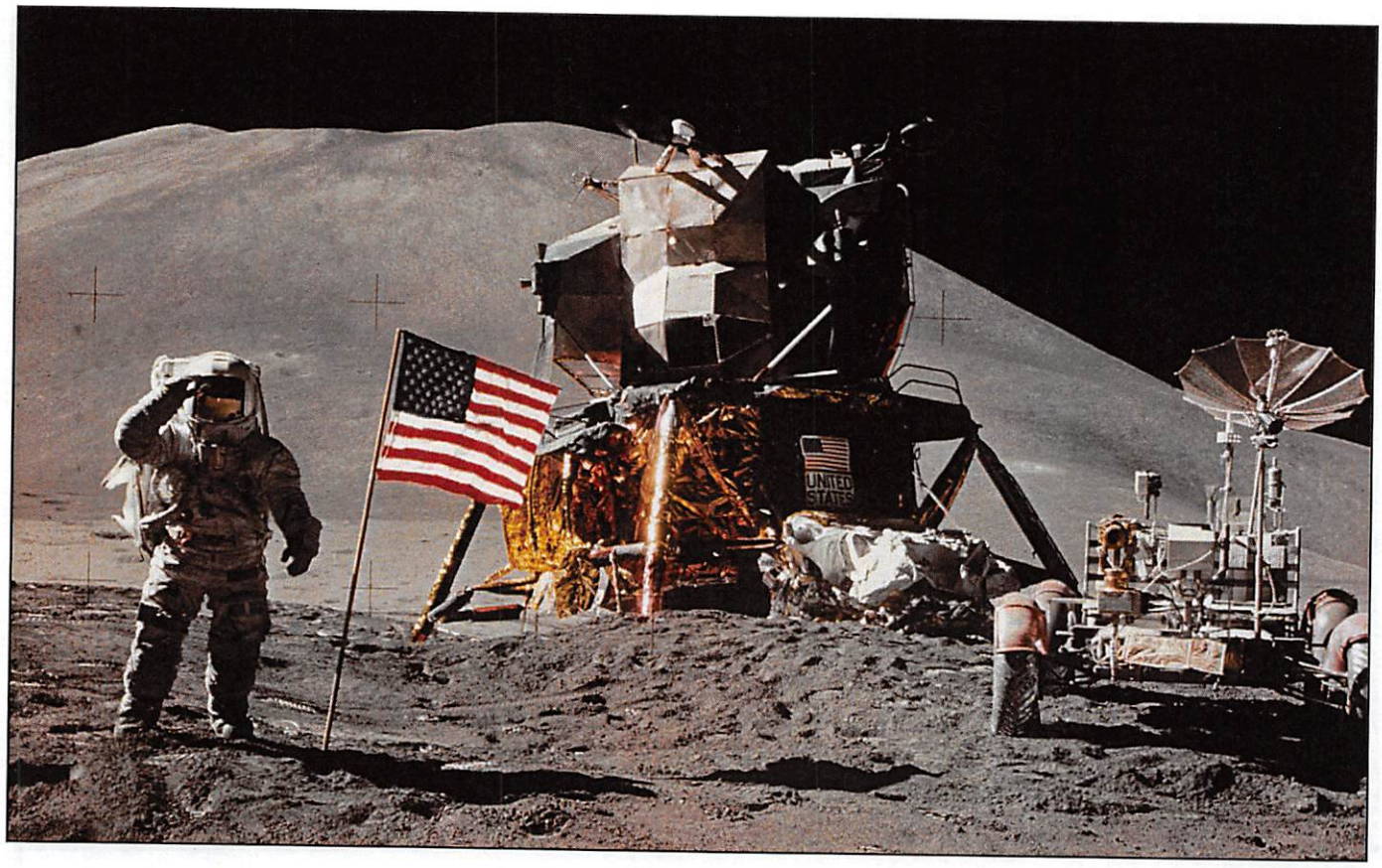
Photo 8



I can see...

I can hear...

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Spring

Maths Activity Booklet

Name: _____

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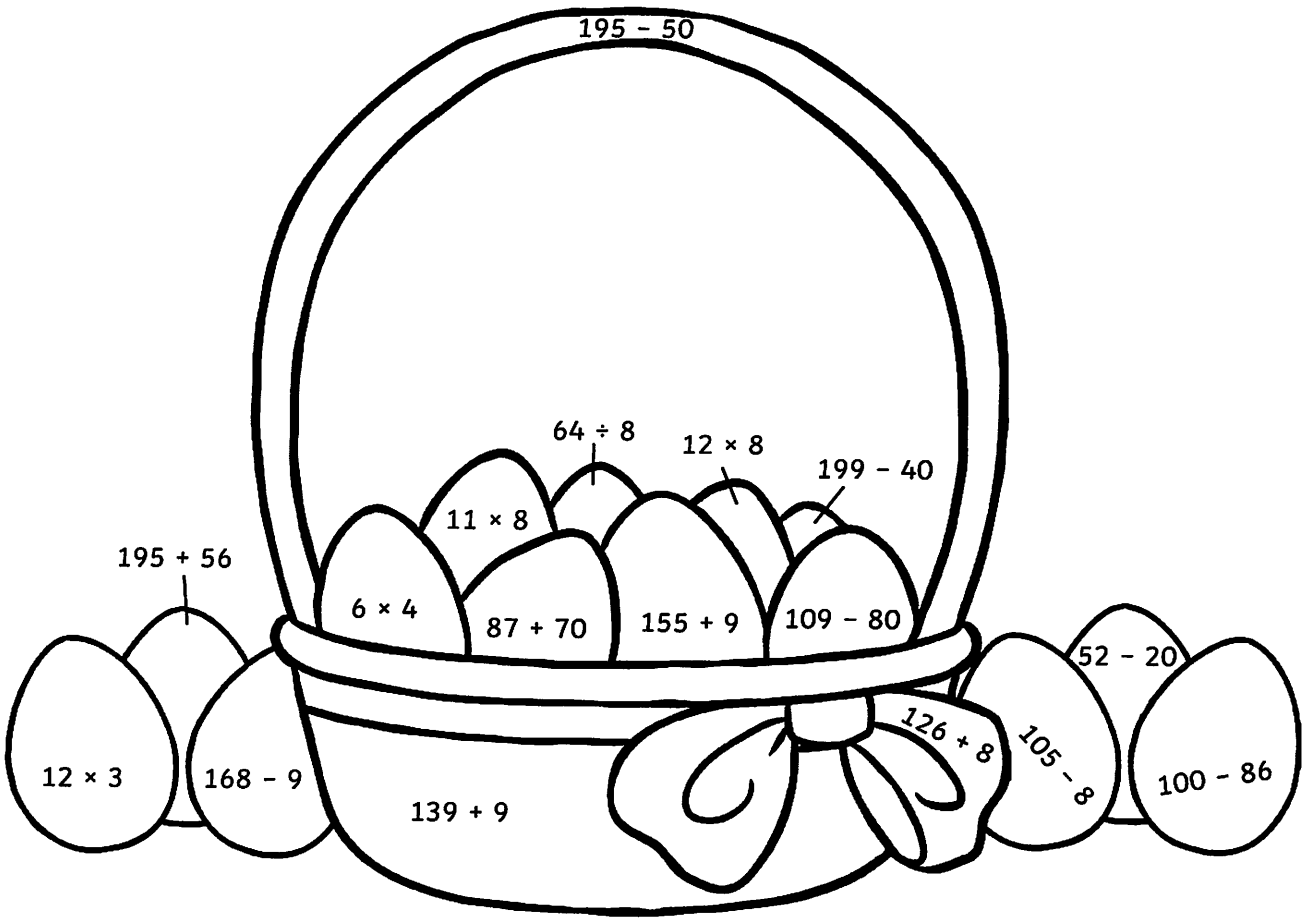
Springtime Colour by Calculations

Solve the calculations and use the key to colour each part of the spring-themed picture.

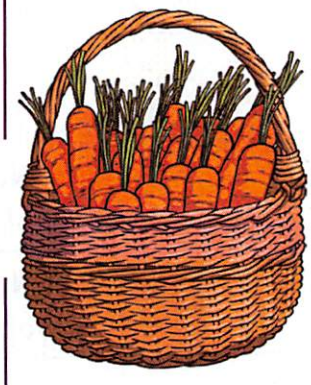
yellow	orange	purple	pink	brown	green	blue
1–30	31–60	61–100	101–140	141–150	151–160	>161



Counting in 8s Spring Maze

Help the rabbit find the path through the maze to the carrots by counting on in eights from zero.

0	16	24	32	40	48	56
8		32		40		40
16	24	32	40	48	40	32
56		48		56		64
104	88	96	88	80	72	64	88	96
112		104		96		80		128
120	112	112	120	128	144	152	144	136
112		128		136		160		
120	128	136	128	144	152	160		
128		144		160		168		
136	144	152	160	168	152	160		



Springtime I Spy and Calculate

Count the spring-themed objects and then solve the calculations.

Spring Object			
	Number of flowers:	Number of petals on each flower:	Number of petals in total:
	Number of baskets:	Number of eggs in each basket:	Number of eggs in total:
	Number of groups of Easter eggs:	Number of Easter eggs in each group:	Number of Easter eggs in total:
	Number of lambs:	Number of legs on each lamb:	Number of legs in total:
	Number of cakes:	Number of eggs on each cake:	Number of eggs in total:

Challenge

Eli works out that there are 16 rabbit ears in a picture. How many rabbits were there? What calculation did you use to find the answer?

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Multiplication and Division Facts Spring Mosaic

Multiplication 3×, 4× and 8× tables

Solve the maths problems to reveal the hidden picture. Each answer has a special colour:

3, 4, 6, 9, 15, 21, 27, 36 or 56 = blue

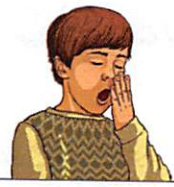
24, 32, 33, 40 or 48 = green

8, 12, 16, 20 or 30 = purple

28, 64, 72 or 80 = yellow

3 × 1	12 × 3	1 × 4	3 × 4	8 × 1	4 × 3	5 × 3	9 × 4	3 × 3
7 × 3	3 × 5	4 × 2	4 × 5	5 × 4	10 × 3	8 × 2	4 × 9	3 × 12
4 × 1	4 × 5	5 × 4	1 × 8	7 × 4	5 × 4	3 × 10	2 × 4	5 × 3
2 × 3	8 × 7	3 × 10	2 × 4	2 × 8	4 × 3	2 × 4	7 × 3	4 × 9
4 × 9	1 × 3	3 × 3	4 × 3	4 × 4	3 × 10	3 × 3	4 × 1	3 × 2
3 × 2	9 × 3	3 × 12	3 × 7	8 × 3	3 × 1	12 × 3	1 × 4	12 × 3
4 × 12	3 × 11	5 × 3	9 × 4	4 × 6	7 × 3	3 × 3	6 × 8	8 × 4
6 × 4	6 × 8	5 × 8	3 × 9	4 × 10	1 × 3	8 × 5	11 × 3	3 × 11
3 × 9	10 × 4	3 × 8	7 × 8	6 × 8	2 × 3	12 × 4	10 × 4	3 × 3
7 × 8	12 × 3	1 × 4	4 × 8	8 × 6	4 × 6	8 × 7	5 × 3	9 × 4

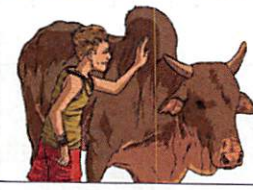
Easter Holiday Time!



What time did the children get up?

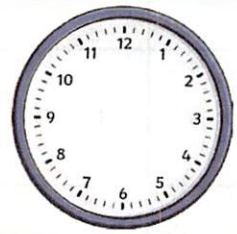
What time did the children set off for the farm park?

What time did the children stop for breakfast?



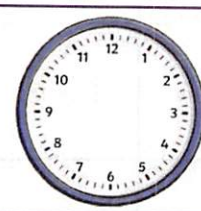
What time did the children arrive at the farm park?

Draw the hands on the clock to show what time the children had lunch at the cafe.



The egg hunt started at five minutes to three. Draw the hands on the clock to show this time.

The clock shows what time the children went to see the lambs being fed. They came out of the barn after half an hour. Draw the hands on the clock to show when the lamb feeding finished.



The clock shows what time the children began their journey home. It took 2 hours and 15 minutes. Draw the hands on the clock to show when they got home.

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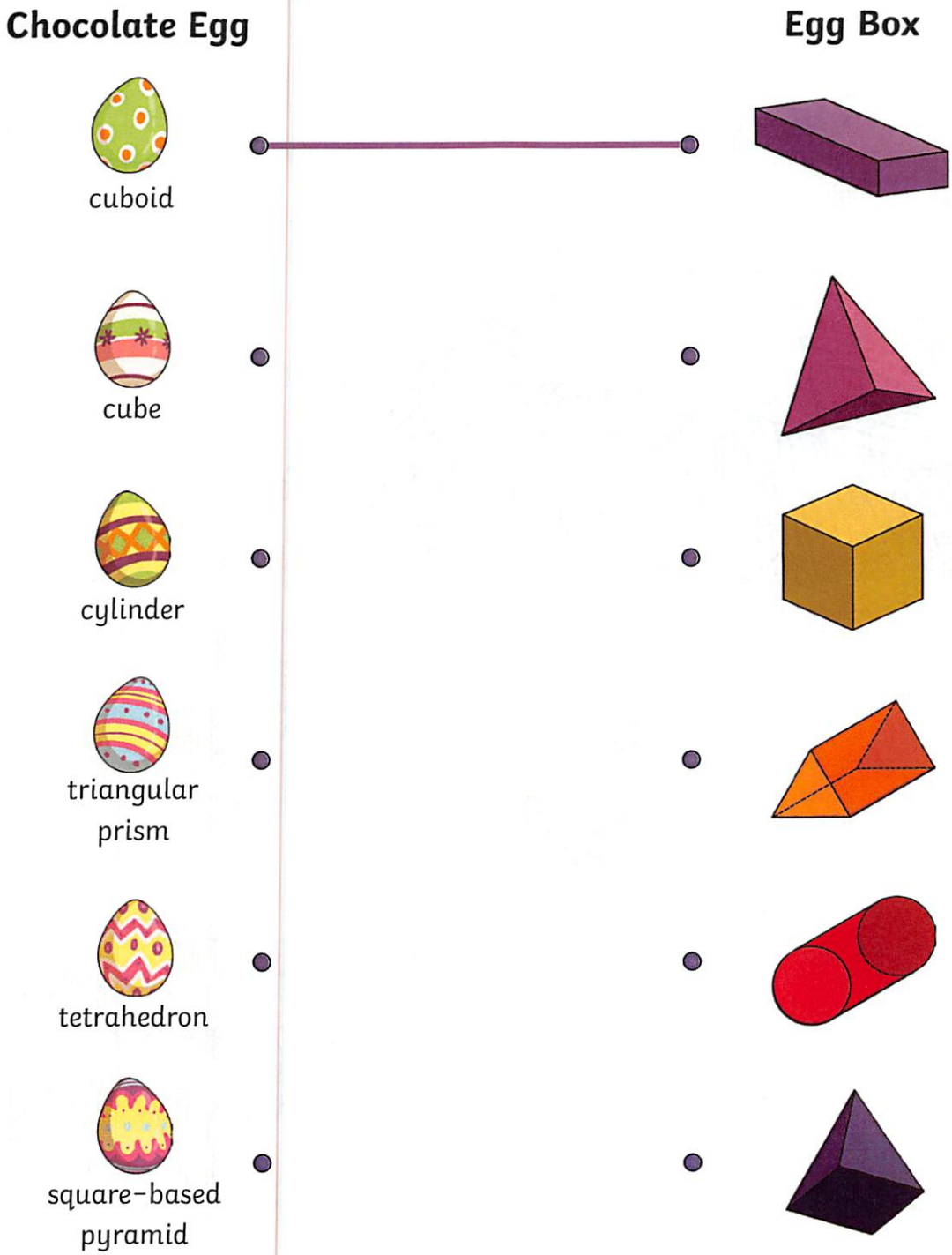
Egg Boxes

These Easter eggs all need to be packaged in different boxes. Can you match the Easter egg to the correctly shaped box? The first one has been done for you.



Challenge

Pick one of the Easter eggs and look at its box. Can you describe the properties of the 3D box to a partner and ask them to work out which egg you have chosen?

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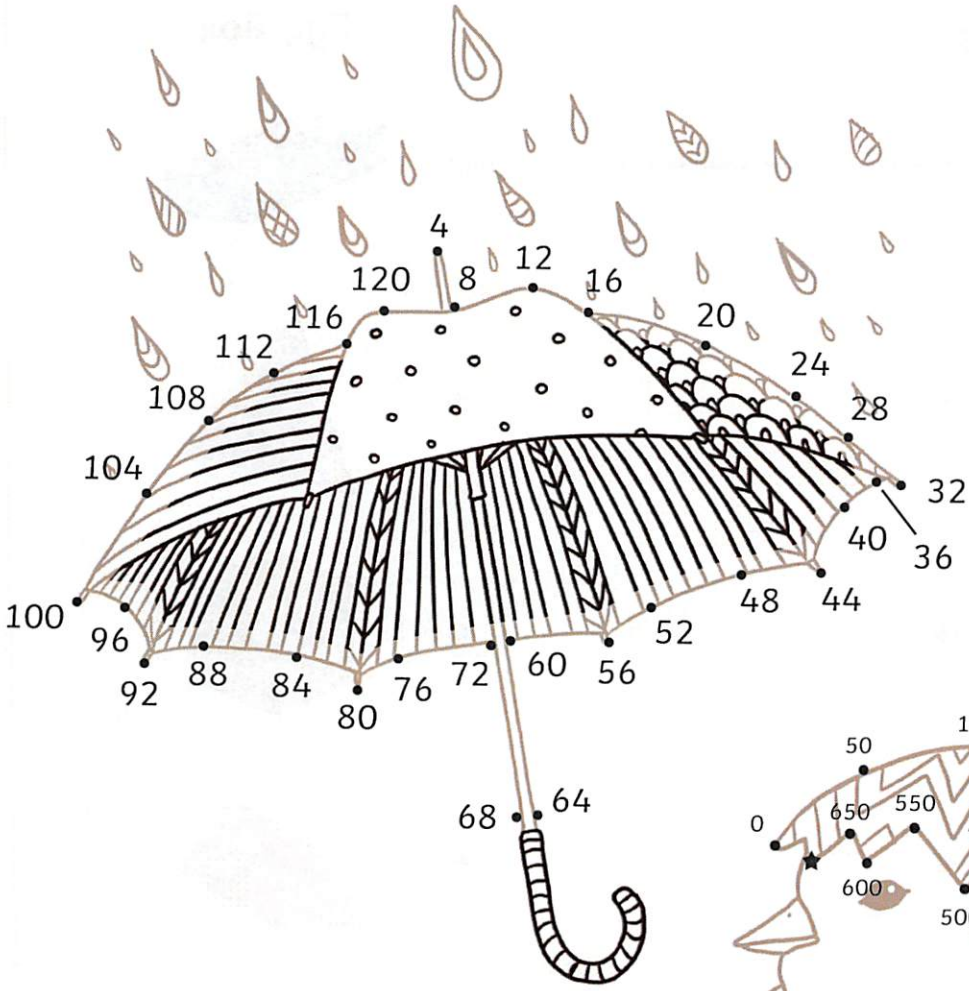
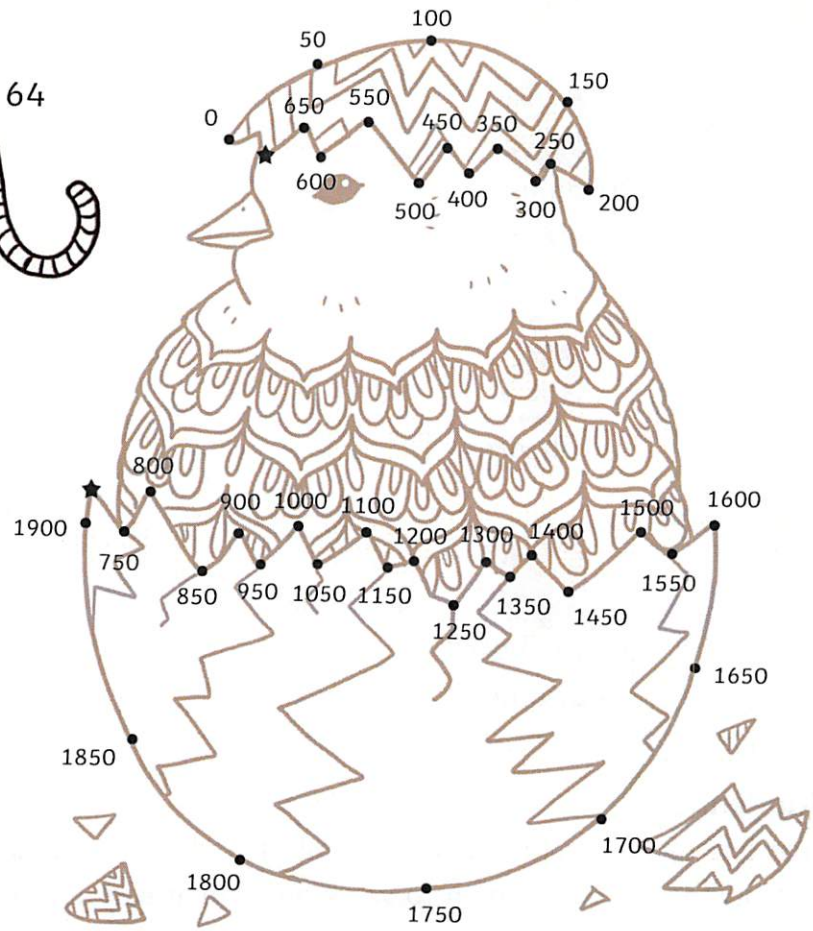
Counting in Multiples Dot to Dots

Count on in multiples to join the dots and complete the pictures.

A star dot shows the end of a line. When you reach a star dot, start a new line from the next dot.





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Spring Code Breaker

Solve the calculations and use the code breaker to spell out the spring-themed words.

A	B	C	D	E	F	G	H	I	J	K	L	M
26	25	24	23	22	21	20	19	18	17	16	15	14

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
13	12	11	10	9	8	7	6	5	4	3	2	1

	Answer	Letter
5 × 5		
260 ÷ 10		
2 × 4		
Double 8		
11 × 2		
$\frac{1}{2}$ of 14		

	Answer	Letter
6 × 4		
65 - 46		
9 × 2		
$\frac{1}{2}$ of 48		
4 × 4		
64 ÷ 8		

	Answer	Letter
11 × 2		
100 ÷ 5		
5 × 4		
32 ÷ 4		

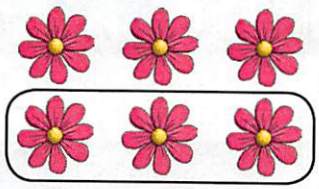
	Answer	Letter
3 × 5		
Double 13		
7 × 2		
5 × 5		

	Answer	Letter
38 ÷ 2		
48 ÷ 4		
56 ÷ 8		
3 × 8		
72 ÷ 8		
3 × 4		
40 ÷ 5		
24 ÷ 3		
$\frac{1}{2}$ of 50		
48 ÷ 8		
130 ÷ 10		

	Answer	Letter
100 - 75		
18 ÷ 3		
26 ÷ 2		
100 - 87		
16 ÷ 8		

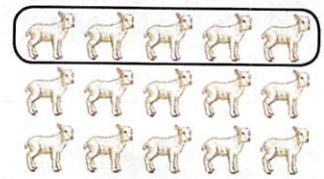
Spring Fractions

Write a fraction sentence for each picture. The first one has been done for you.



$\frac{1}{2}$ of 6 = 3

_____



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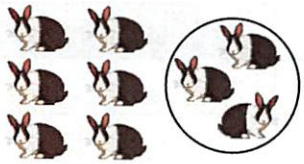

_____

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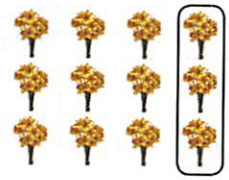

_____

Can you draw some spring-themed pictures to go with each fraction sentence?

$\frac{1}{4}$ of 16 = 4	$\frac{1}{2}$ of 4 = 2
$\frac{1}{3}$ of 18 = 6	$\frac{2}{4}$ of 20 = 10

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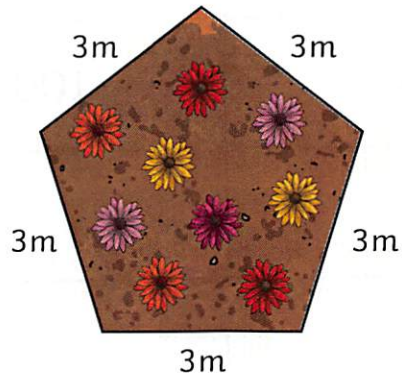
Flowerbed Perimeter

Look at these flowerbeds that a school's gardening club have been working on. Can you calculate the perimeter of each flowerbed?

Each square on the grid represents 1m.

_____ m

_____ m



_____ m

Can you draw a flowerbed with a perimeter of 16m? Each square on the grid represents 1m.

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Spring Board Game

You will need:

- counters
- a dice
- pencil

Instructions

- Each player starts the game with 100 points.
- Take turns to throw the dice and move your counter around the board.
- When you land on a square, add or subtract the points on that square to or from your score.
- When a player reaches the finish, the player with the most points is the winner.

Name:	Name:	Name:	Name:
100	100	100	100

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Spring Board Game

START

+ 12

− 15

+ 9

− 11

+ 15

− 7

+ 20

FINISH

+ 10

− 4

+ 12

− 15

− 13

+ 10

+ 14

− 13

+ 14

− 11

+ 16

− 10

+ 17

+ 16

− 4

+ 16

− 9

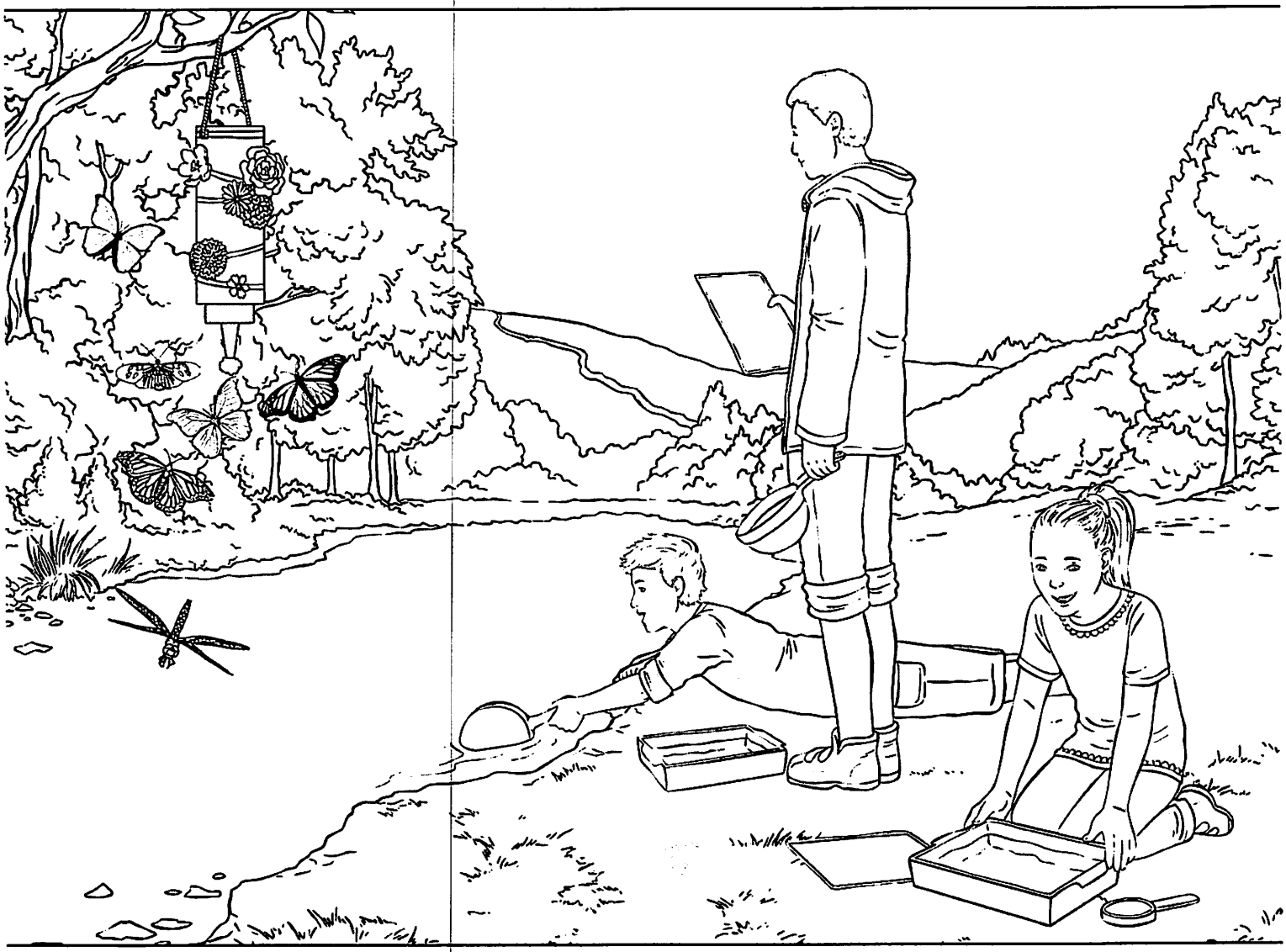
+ 12

− 12

+ 18

Spring

Maths Activity Booklet Answers



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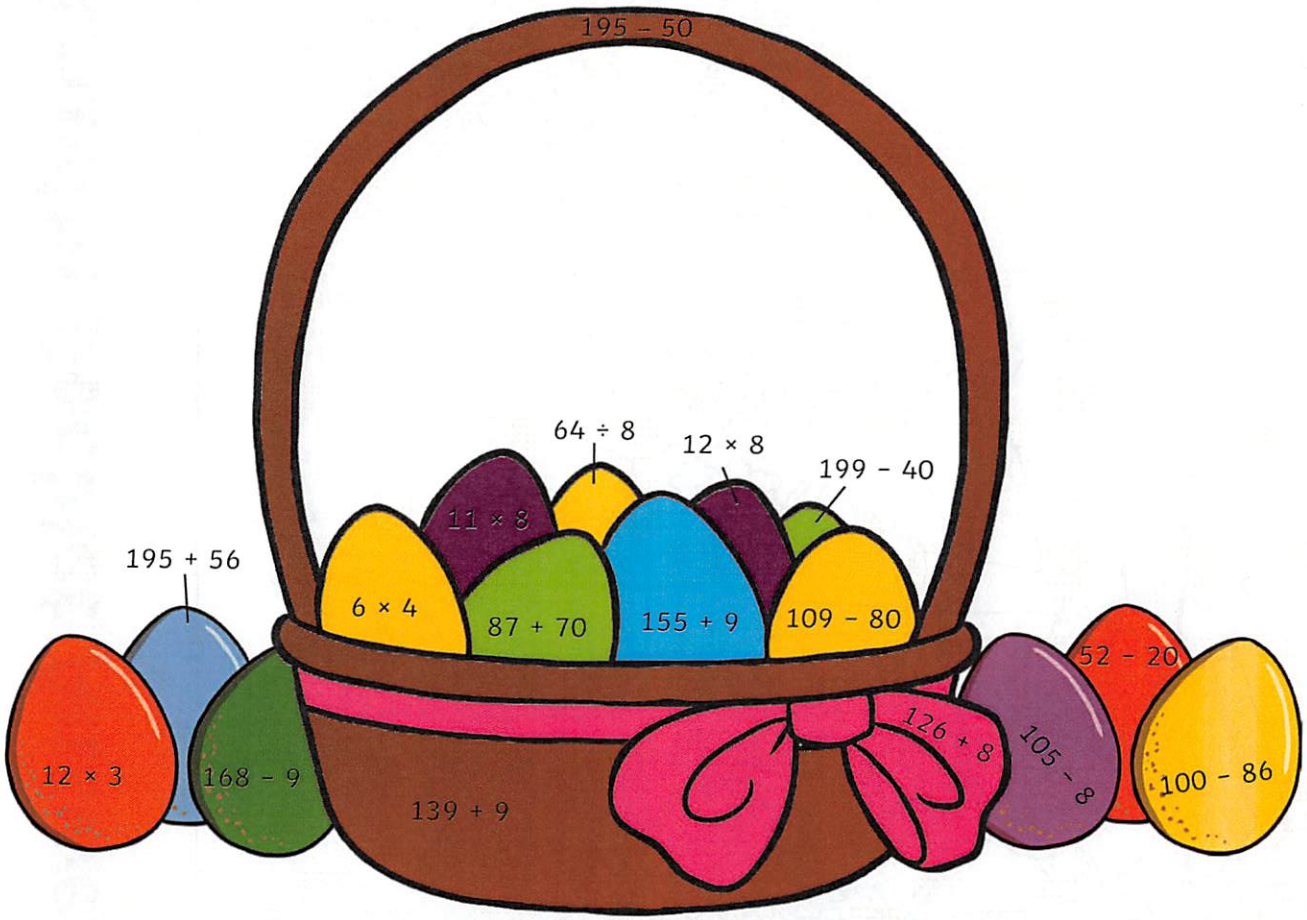
Springtime Colour by Calculations

Solve the calculations and use the key to colour each part of the spring-themed picture.

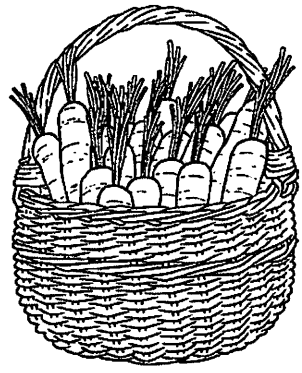
yellow	orange	purple	pink	brown	green	blue
1–30	31–60	61–100	101–140	141–150	151–160	>161



Counting in 8s Spring Maze

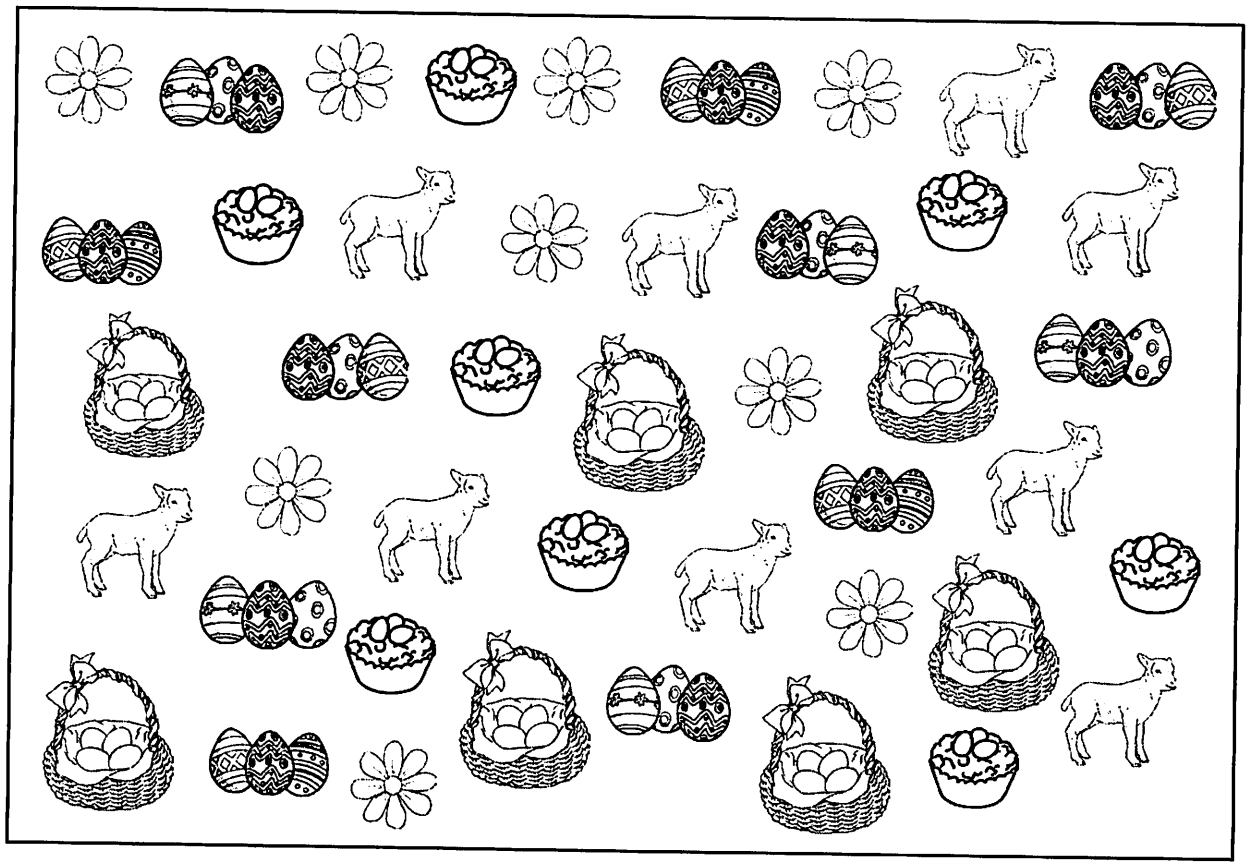
Help the rabbit find the path through the maze to the carrots by counting on in eights from zero.

0	16	24	32	40	48	56
8		32		40		40
16	**24**	**32**	**40**	**48**	40	32
56		48		**56**		64
104	88	**96**	**88**	**80**	**72**	**64**	88	96
112		**104**		96		80		128
120	112	**112**	**120**	**128**	144	152	144	136
112		128		**136**		160		
120	128	136	128	**144**	**152**	**160**		
128		144		160		**168**		
136	144	152	160	168	152	160		



Springtime I Spy and Calculate

Count the spring-themed objects and then solve the calculations.



Spring Object						
	Number of flowers:	9	Number of petals on each flower:	8	Number of petals in total:	72
	Number of baskets:	7	Number of eggs in each basket:	4	Number of eggs in total:	28
	Number of groups of Easter eggs:	11	Number of Easter eggs in each group:	3	Number of Easter eggs in total:	33
	Number of lambs:	9	Number of legs on each lamb:	4	Number of legs in total:	36
	Number of cakes:	8	Number of eggs on each cake:	3	Number of eggs in total:	24

Challenge

Eli works out that there are 16 rabbit ears in a picture. How many rabbits were there? What calculation did you use to find the answer?

There are 8 rabbits. 16 ÷ 2 = 8

Multiplication and Division Facts Spring Mosaic

Multiplication 3×, 4× and 8× tables

Solve the maths problems to reveal the hidden picture. Each answer has a special colour:

3, 4, 6, 9, 15, 21, 27, 36 or 56 = blue

24, 32, 33, 40 or 48 = green

8, 12, 16, 20 or 30 = purple

28, 64, 72 or 80 = yellow

3 × 1	12 × 3	1 × 4	3 × 4	8 × 1	4 × 3	5 × 3	9 × 4	3 × 3
7 × 3	3 × 5	4 × 2	4 × 5	5 × 4	10 × 3	8 × 2	4 × 9	3 × 12
4 × 1	4 × 5	5 × 4	1 × 8	7 × 4	5 × 4	3 × 10	2 × 4	5 × 3
2 × 3	8 × 7	3 × 10	2 × 4	2 × 8	4 × 3	2 × 4	7 × 3	4 × 9
4 × 9	1 × 3	3 × 3	4 × 3	4 × 4	3 × 10	3 × 3	4 × 1	3 × 2
3 × 2	9 × 3	3 × 12	3 × 7	8 × 3	3 × 1	12 × 3	1 × 4	12 × 3
4 × 12	3 × 11	5 × 3	9 × 4	4 × 6	7 × 3	3 × 3	6 × 8	8 × 4
6 × 4	6 × 8	5 × 8	3 × 9	4 × 10	1 × 3	8 × 5	11 × 3	3 × 11
3 × 9	10 × 4	3 × 8	7 × 8	6 × 8	2 × 3	12 × 4	10 × 4	3 × 3
7 × 8	12 × 3	1 × 4	4 × 8	8 × 6	4 × 6	8 × 7	5 × 3	9 × 4

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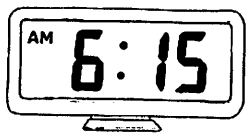
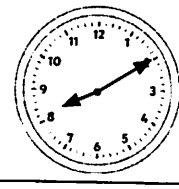
Easter Holiday Time!



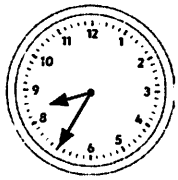
What time did the children get up?

quarter past 6



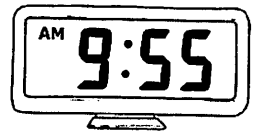
What time did the children set off for the farm park?

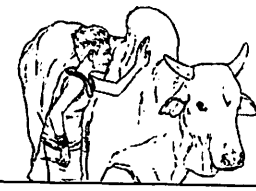
ten minutes past eight



What time did the children stop for breakfast?

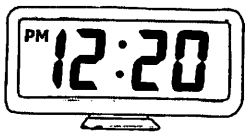
twenty-five minutes to nine

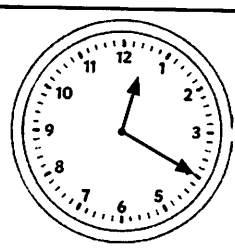




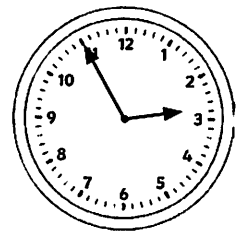
What time did the children arrive at the farm park?

five minutes to ten

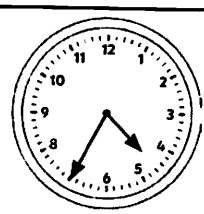




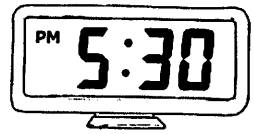
Draw the hands on the clock to show what time the children had lunch at the cafe.

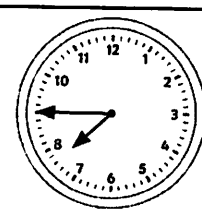


The egg hunt started at five minutes to three. Draw the hands on the clock to show this time.



The clock shows what time the children went to see the lambs being fed. They came out of the barn after half an hour. Draw the hands on the clock to show when the lamb feeding finished.





The clock shows what time the children began their journey home. It took 2 hours and 15 minutes. Draw the hands on the clock to show when they got home.

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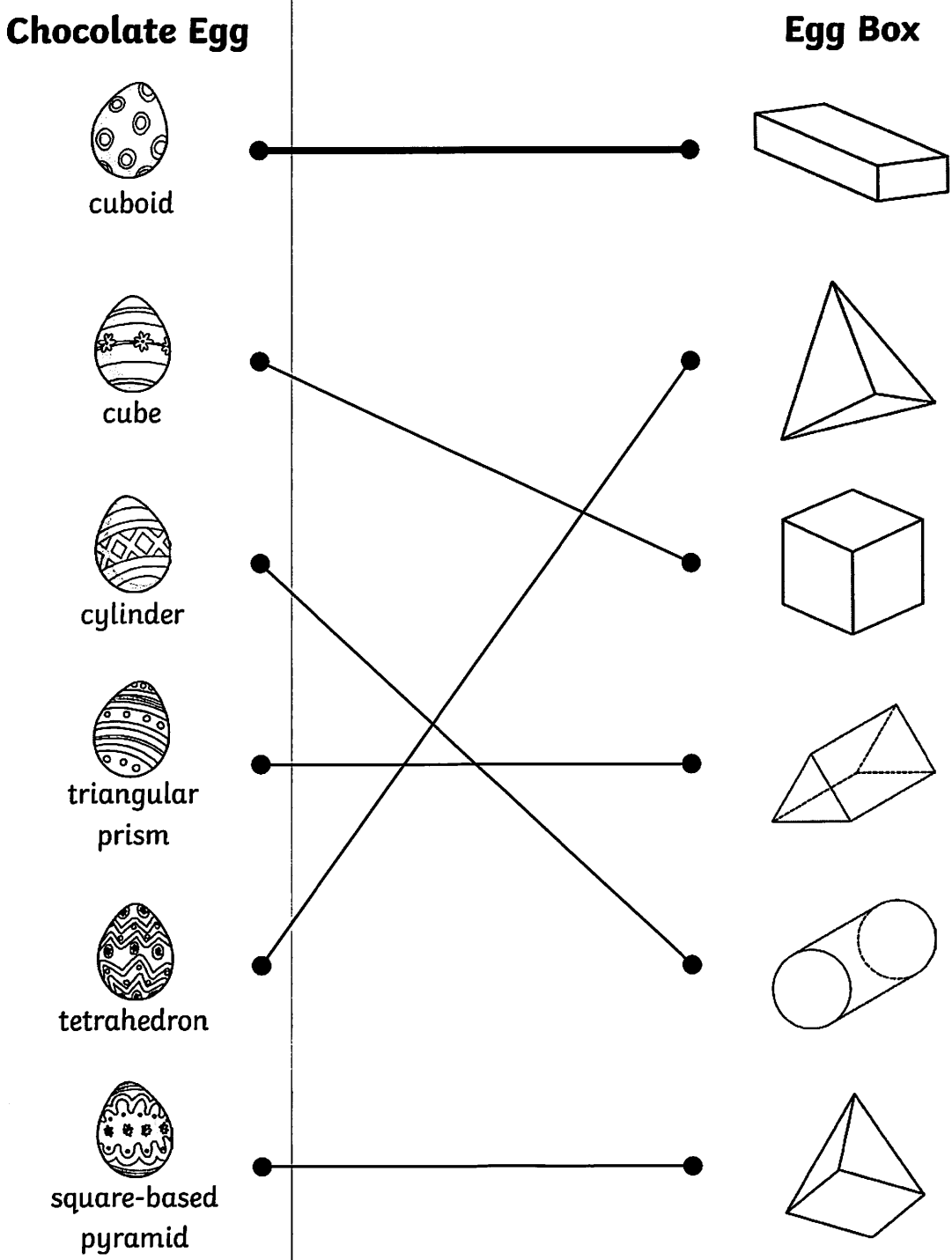
Egg Boxes

These Easter eggs all need to be packaged in different boxes. Can you match the Easter egg to the correctly shaped box? The first one has been done for you.



Challenge

Pick one of the Easter eggs and look at its box. Can you describe the properties of the 3D box to a partner and ask them to work out which egg you have chosen?

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Counting in Multiples Dot to Dots

Count on in multiples to join the dots and complete the pictures.

A star dot shows the end of a line. When you reach a star dot, start a new line from the next dot.

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Spring Code Breaker

Solve the calculations and use the code breaker to spell out the spring-themed words.

A	B	C	D	E	F	G	H	I	J	K	L	M
26	25	24	23	22	21	20	19	18	17	16	15	14

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
13	12	11	10	9	8	7	6	5	4	3	2	1

	Answer	Letter
5 × 5	25	B
260 ÷ 10	26	A
2 × 4	8	S
Double 8	16	K
11 × 2	22	E
$\frac{1}{2}$ of 14	7	T

	Answer	Letter
6 × 4	24	C
65 - 46	19	H
9 × 2	18	I
$\frac{1}{2}$ of 48	24	C
4 × 4	16	K
64 ÷ 8	8	S

	Answer	Letter
11 × 2	22	E
100 ÷ 5	20	G
5 × 4	20	G
32 ÷ 4	8	S

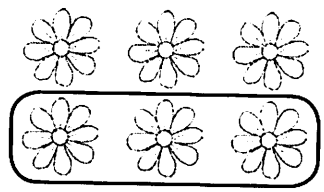
	Answer	Letter
3 × 5	15	L
Double 13	26	A
7 × 2	14	M
5 × 5	25	B

	Answer	Letter
38 ÷ 2	19	H
48 ÷ 4	12	O
56 ÷ 8	7	T
3 × 8	24	C
72 ÷ 8	9	R
3 × 4	12	O
40 ÷ 5	8	S
24 ÷ 3	8	S
$\frac{1}{2}$ of 50	25	B
48 ÷ 8	6	U
130 ÷ 10	13	N

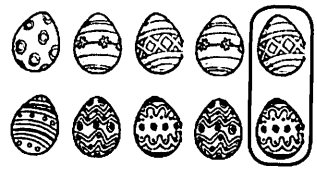
	Answer	Letter
100 - 75	25	B
18 ÷ 3	6	U
26 ÷ 2	13	N
100 - 87	13	N
16 ÷ 8	2	Y

Spring Fractions

Write a fraction sentence for each picture. The first one has been done for you.



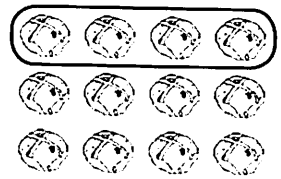
$\frac{1}{2}$ of 6 = 3



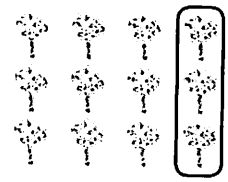
$\frac{1}{5}$ of 10 = 2

$\frac{1}{3}$ of 15 = 5

$\frac{1}{3}$ of 9 = 3



$\frac{1}{3}$ of 12 = 4



$\frac{1}{4}$ of 12 = 3

Can you draw some spring-themed pictures to go with each fraction sentence?

Pupil's own answer showing 16 items, 4 of which are contained within a circle.

$\frac{1}{4}$ of 16 = 4

Pupil's own answer showing 4 items, 2 of which are contained within a circle.

$\frac{1}{2}$ of 4 = 2

Pupil's own answer showing 18 items, 6 of which are contained within a circle.

$\frac{1}{3}$ of 18 = 6

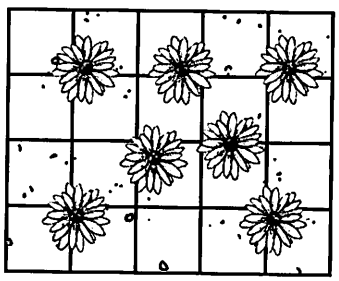
Pupil's own answer showing 20 items, 10 of which are contained within a circle.

$\frac{2}{4}$ of 20 = 10

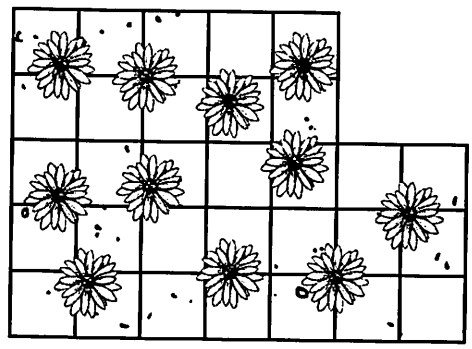
Flowerbed Perimeter

Look at these flowerbeds that a school's gardening club have been working on. Can you calculate the perimeter of each flowerbed?

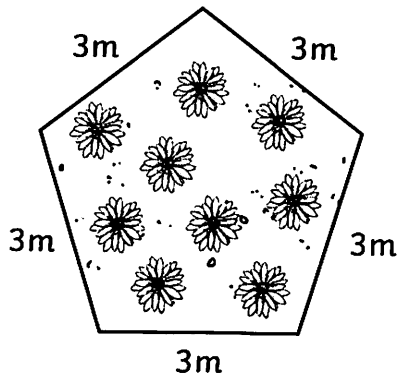
Each square on the grid represents 1m.



18 m



24 m



15 m

Can you draw a flowerbed with a perimeter of 16m? Each square on the grid represents 1m.
Accept any shape with a perimeter of 16m.

The Mystery of the Missing Shield

After his brave battle against the dragon, Saint George has been invited by the king to join the knights and ladies at a celebratory banquet.

Unfortunately, Saint George's shield has gone missing.

Can you solve the problems to see which banquet guest discovers the whereabouts of Saint George's shield?

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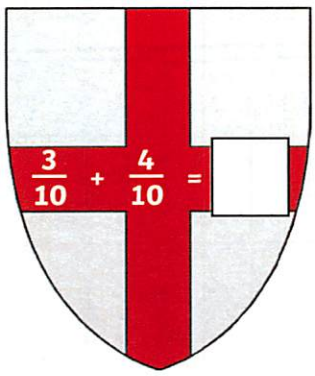
The Mystery of the Missing Shield

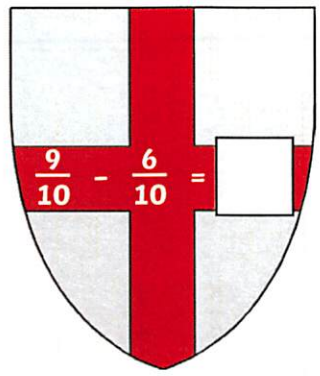
Guests	Gender	Cloak Colour	Age	Horse Colour	Emblem
Sir Accolon	M	Red	45	Black	Lion
Dame Brisen	F	Blue	32	Black	Star
Lady Catherine	F	Red	48	Chestnut	Bull
Sir Dagonet	M	Blue	25	Grey	Cross
Sir Ector	M	Yellow	47	Brown	Cross
Lady la Fay	F	Yellow	42	Grey	Lion
Queen Guinevere	F	Blue	24	Brown	Star
Lady Heliabel	F	Green	41	Black	Lion
Lady Igraine	F	Blue	39	Chestnut	Bull
Sir John Haywood	M	Green	44	Grey	Bull
Sir Kay	M	Blue	27	Chestnut	Cross
Sir Lancelot	M	Green	33	Brown	Star
Lady Matilda	F	Yellow	22	Brown	Lion
Sir Nicholas	M	Red	40	Chestnut	Axe
Sir Owain	M	Blue	23	Grey	Bull
Sir Percival	M	Yellow	50	Black	Bull
Red Knight	M	Red	26	Grey	Star
Sir Safir	M	Green	49	Black	Bull
Sir Tristram	M	Yellow	29	Brown	Lion
Sir Uther Pendragon	M	Blue	43	Brown	Cross
Lady Viviene	F	Green	38	Black	Cross
Lady Bianca	F	Red	28	Chestnut	Star

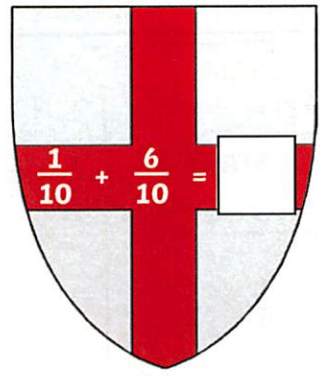
Clue 1: Adding and Subtracting Fractions

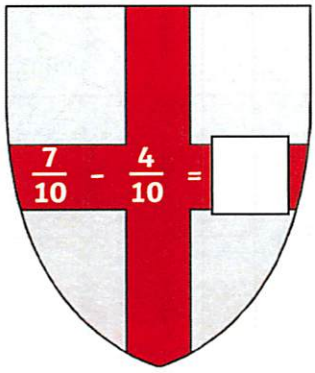
Solve the following fraction calculations.

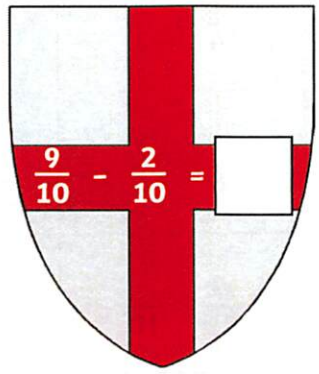
The answer that occurs the most gives a clue to the guest who finds the shield.

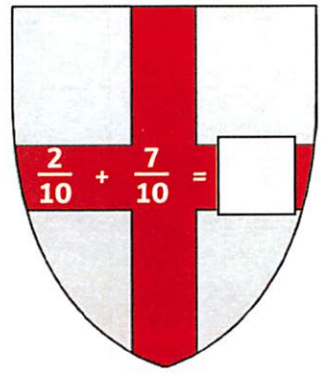


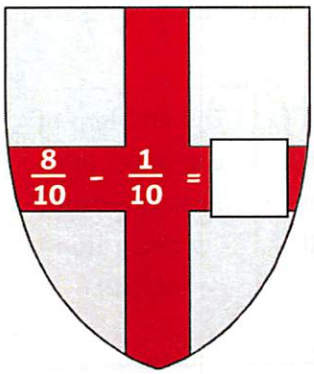


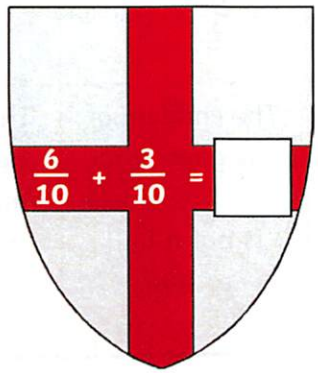


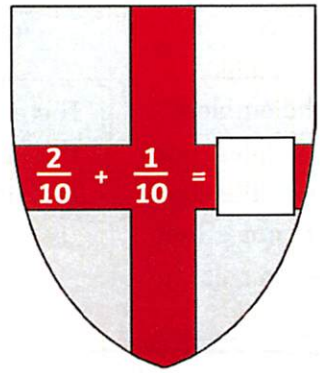












$\frac{3}{10}$	$\frac{7}{10}$	$\frac{9}{10}$
The guest doesn't have a red cloak.	The guest doesn't have a yellow cloak.	The guest doesn't have a blue cloak.

Clue

The guest who finds the shield doesn't have a _____ cloak.

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Clue 2: Comparing Fractions

Find a path through the maze by colouring in the correct fraction comparisons.

The path will reveal a clue about the emblem of the guest who finds the shield.

START	$\frac{1}{2} > \frac{1}{3}$	$\frac{5}{8} < \frac{7}{8}$	$\frac{1}{5} > \frac{1}{8}$	$\frac{4}{5} > \frac{2}{5}$
$\frac{1}{9} < \frac{1}{6}$	$\frac{3}{4} < \frac{1}{4}$	$\frac{5}{6} < \frac{1}{6}$	$\frac{7}{10} > \frac{9}{10}$	$\frac{1}{3} > \frac{1}{4}$
$\frac{6}{7} > \frac{5}{7}$	$\frac{3}{10} < \frac{1}{10}$	$\frac{1}{4} > \frac{1}{3}$	$\frac{2}{9} < \frac{4}{9}$	$\frac{1}{7} > \frac{1}{8}$
$\frac{1}{3} < \frac{1}{5}$	$\frac{5}{8} > \frac{1}{8}$	$\frac{1}{8} < \frac{3}{8}$	$\frac{5}{12} < \frac{7}{12}$	$\frac{2}{3} < \frac{1}{3}$
$\frac{1}{5} < \frac{1}{3}$	$\frac{2}{5} > \frac{1}{5}$	$\frac{7}{10} < \frac{3}{10}$	$\frac{9}{11} < \frac{7}{11}$	$\frac{1}{7} > \frac{1}{8}$
$\frac{4}{6} > \frac{2}{6}$	$\frac{1}{4} < \frac{1}{5}$	$\frac{8}{9} < \frac{2}{9}$	$\frac{1}{6} > \frac{1}{8}$	$\frac{4}{7} > \frac{3}{7}$
The emblem of the guest who finds the shield is not a lion or cross.	The emblem of the guest who finds the shield is not a bull or star.	The emblem of the guest who finds the shield is not a bull or lion.	The emblem of the guest who finds the shield is not a bull or cross.	The emblem of the guest who finds the shield is not a lion or star.

Clue

The emblem of the guest who finds the shield isn't a _____.

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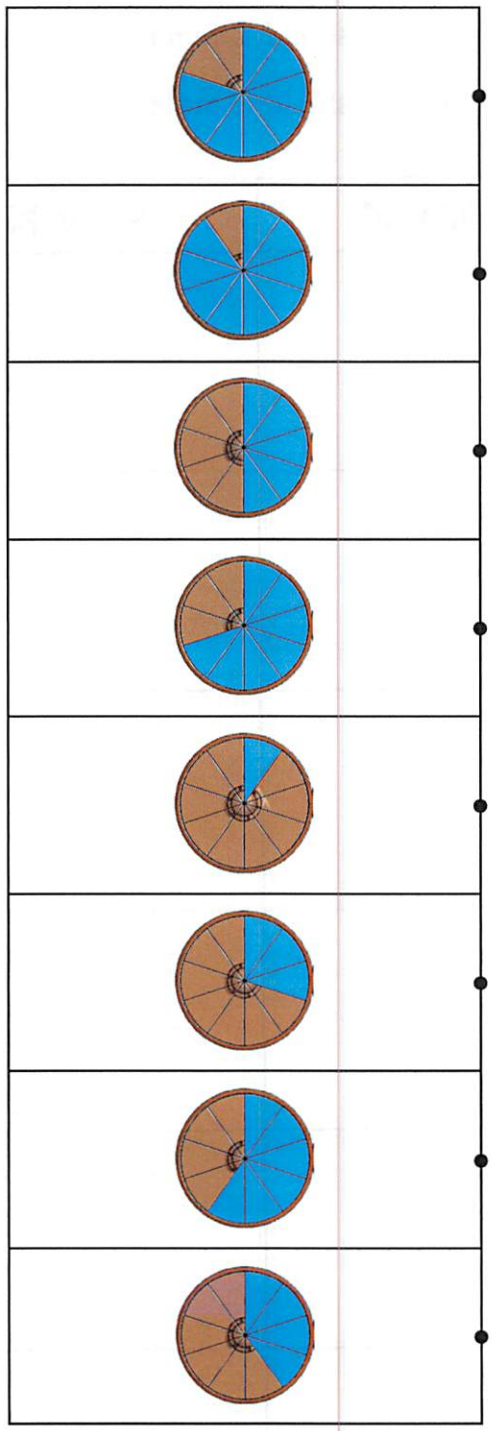
Clue 3: Tenths

Match the shaded shields with the correct fraction.

The one remaining answer will give you a clue about the person who finds the shield.



$\frac{4}{10}$	The guest's horse is grey or black.
$\frac{9}{10}$	The guest's horse is brown or black.
$\frac{3}{10}$	The guest's horse is grey or brown.
$\frac{6}{10}$	The guest's horse is chestnut or brown.
$\frac{7}{10}$	The guest's horse is brown or grey.
$\frac{8}{10}$	The guest's horse is chestnut or black.
$\frac{1}{10}$	The guest's horse is grey or chestnut.
$\frac{2}{10}$	The guest's horse is black or chestnut.
$\frac{5}{10}$	The guest's horse is black or brown.

Clue

The guest who finds the shield has a _____ or _____ horse.

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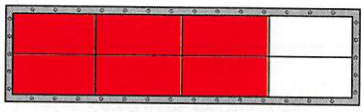
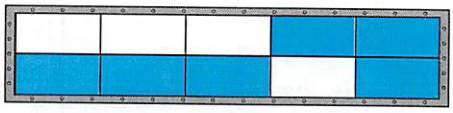
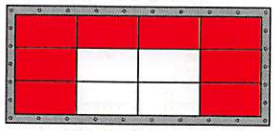
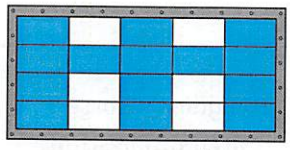
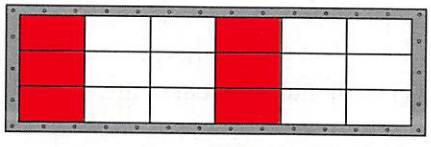
Clue 4: Fractions of Discrete Objects

Check if the fraction of each shield that is shaded is correctly written. If it is right, put a tick. If it is wrong, put a cross.

Count the number of ticks and crosses.

If there are more ticks than crosses, the person who finds the shield is **female**.

If there are more crosses than ticks, the person who finds the shield is **male**.

	Right ✓	Wrong ✗
 represents $\frac{3}{4}$		
 represents $\frac{1}{2}$		
 represents $\frac{2}{3}$		
 represents $\frac{4}{5}$		
 represents $\frac{1}{3}$		
Total		

Clue

The guest who finds the shield is male / female .

(Circle the correct answer)

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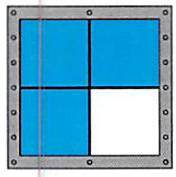
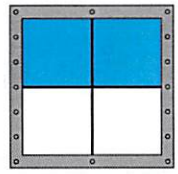
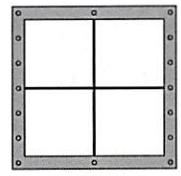
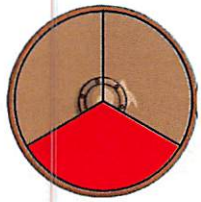
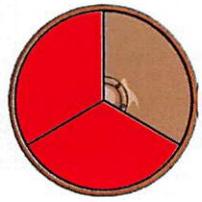
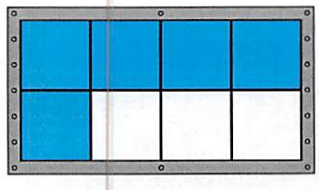
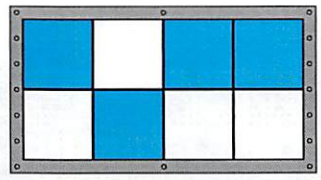
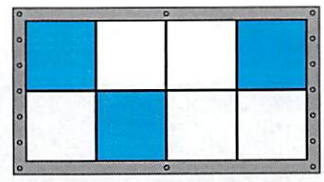
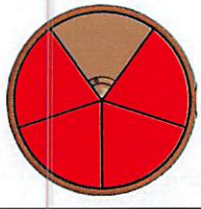
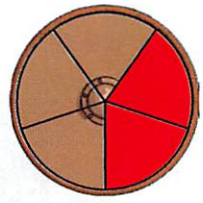
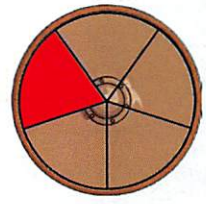
Clue 5: Equivalent Fractions

In each row, look at the fraction in the first column. Look for the shield which has the equivalent fraction shaded.

The column with the most correct answers will tell you the age of the guest who finds the shield.

$\frac{3}{4}$			
$\frac{2}{3}$			
$\frac{3}{8}$			
$\frac{1}{5}$			
Age	21–30	31–40	41–50

Clue

The guest who finds the shield is aged between _____.

The guest who is responsible for finding the shield is _____.

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The Mystery of the Missing Shield **Answers**

Clue 1

$\frac{3}{10} + \frac{4}{10} = \mathbf{\frac{7}{10}}$ $\quad$ $\frac{9}{10} - \frac{6}{10} = \mathbf{\frac{3}{10}}$ $\quad$ $\frac{1}{10} + \frac{6}{10} = \mathbf{\frac{7}{10}}$

$\frac{7}{10} - \frac{4}{10} = \mathbf{\frac{3}{10}}$ $\quad$ $\frac{9}{10} - \frac{2}{10} = \mathbf{\frac{7}{10}}$ $\quad$ $\frac{2}{10} + \frac{7}{10} = \mathbf{\frac{9}{10}}$

$\frac{8}{10} - \frac{1}{10} = \mathbf{\frac{7}{10}}$ $\quad$ $\frac{6}{10} + \frac{3}{10} = \mathbf{\frac{9}{10}}$ $\quad$ $\frac{2}{10} + \frac{1}{10} = \mathbf{\frac{3}{10}}$

$\frac{3}{10}$	$\mathbf{\frac{7}{10}}$	$\frac{9}{10}$
The guest doesn't have a red cloak.	**The guest doesn't have a yellow cloak.**	The guest doesn't have a blue cloak.

Clue 2

START	$\frac{1}{2} > \frac{1}{3}$	$\frac{5}{8} < \frac{7}{8}$	$\frac{1}{5} > \frac{1}{8}$	$\frac{4}{5} > \frac{2}{5}$
$\frac{1}{9} < \frac{1}{6}$	$\frac{3}{4} < \frac{1}{4}$	$\frac{5}{6} < \frac{1}{6}$	$\frac{7}{10} > \frac{9}{10}$	$\frac{1}{3} > \frac{1}{4}$
$\frac{6}{7} > \frac{5}{7}$	$\frac{3}{10} < \frac{1}{10}$	$\frac{1}{4} > \frac{1}{3}$	$\frac{2}{9} < \frac{4}{9}$	$\frac{1}{7} > \frac{1}{8}$
$\frac{1}{3} < \frac{1}{5}$	$\frac{5}{8} > \frac{1}{8}$	$\frac{1}{8} < \frac{3}{8}$	$\frac{5}{12} < \frac{7}{12}$	$\frac{2}{3} < \frac{1}{3}$
$\frac{1}{5} < \frac{1}{3}$	$\frac{2}{5} > \frac{1}{5}$	$\frac{7}{10} < \frac{3}{10}$	$\frac{9}{11} < \frac{7}{11}$	$\frac{1}{7} > \frac{1}{8}$
$\frac{4}{6} > \frac{2}{6}$	$\frac{1}{4} < \frac{1}{5}$	$\frac{8}{9} < \frac{2}{9}$	$\frac{1}{6} > \frac{1}{8}$	$\frac{4}{7} > \frac{3}{7}$
The emblem of the guest who finds the shield is not a lion or cross.	The emblem of the guest who finds the shield is not a bull or star.	The emblem of the guest who finds the shield is not a bull or lion.	The emblem of the guest who finds the shield is not a bull or cross.	The emblem of the guest who finds the shield is not a lion or star.

The emblem of the guest who finds the shield isn't a **lion or cross**.

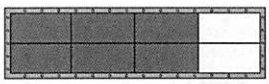
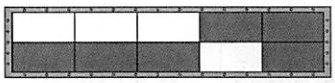
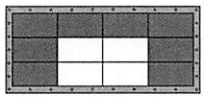
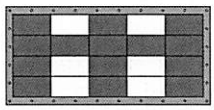
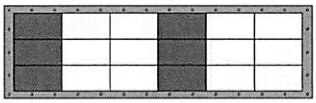
Clue 3

The remaining fraction is:

$\frac{2}{10}$	**The guest's horse is black or chestnut.**

The guest who finds the shield has a **black** or **chestnut** horse.

Clue 4

	Right ✓	Wrong ✗
 represents $\frac{3}{4}$	✓	
 represents $\frac{1}{2}$		✗
 represents $\frac{2}{3}$	✓	
 represents $\frac{4}{5}$		✗
 represents $\frac{1}{3}$	✓	
Total	**3**	2

The guest who finds the shield is male / (**female**).

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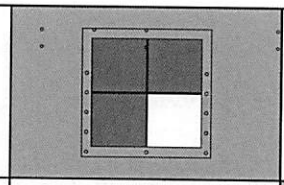
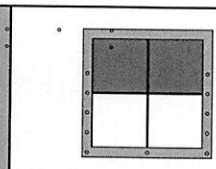
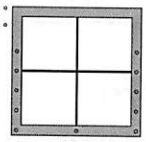
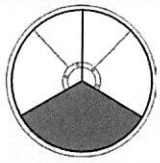
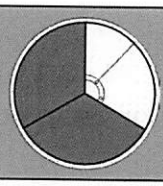
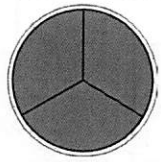
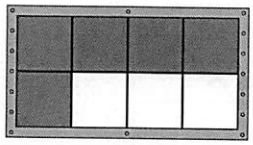
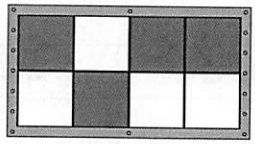
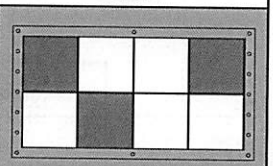
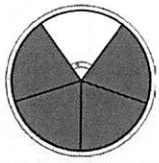
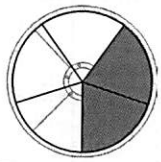
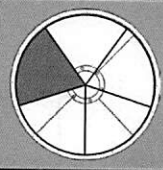
Clue 5

$\frac{3}{4}$			
$\frac{2}{3}$			
$\frac{3}{8}$			
$\frac{1}{5}$			
Age	21–30	31–40	**41–50**

The guest who finds the shield is aged between **41–50**.

The guest who is responsible for finding the shield is **Lady Catherine**.

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The Happy Hunter and the Skilful Fisher

Long, long ago Japan was ruled by an emperor named Akira. He was not only handsome but he was also very strong and brave and he was famous for being the greatest hunter in the land. Because of his matchless skill as a hunter, he was called 'The Happy Hunter of the Mountains'. His elder brother was a very skilful fisher and he was named 'Skilful Fisher of the Sea.' The brothers led happy lives, thoroughly enjoying their occupations. The days passed quickly and pleasantly while each pursued his own way, the one hunting and the other fishing.

One day, the Happy Hunter came to his brother, the Skilful Fisher, and said, "Well, my brother, I see you go to the sea every day with your fishing rod in your hand and when you return you come laden with fish. As for me, it is my pleasure to take my bow and arrow and to hunt the wild animals up the mountains and down in the valleys. For a long time, we have each followed our favourite occupation. Surely now we must both be tired. Would it not be wise for us to make a change? Will you try hunting in the mountains and I will go and fish in the sea?"

The Skilful Fisher listened in silence to his brother and was thoughtful for a moment. At last he answered, "Your idea is not a bad one at all. Give me your bow and arrow and I will set out at once for the mountains and hunt."

The two brothers each started out to try the other's occupation, dreaming of all that would happen. It was very unwise of them, for the Happy Hunter knew nothing of fishing, and the Skilful Fisher, who was bad-tempered, knew nothing about hunting.

1. Give one way that the Happy Hunter and the Skilful Fisher are similar and one way that they are different.

_____

_____

_____

2. Find and copy three adjectives that the author uses to describe the Happy Hunter.

_____

3. Do you think that the brothers will be successful with their new occupations? Use evidence from the text to support your answer.

_____

_____

_____

4. What was the Happy Hunter's real name?

_____

The Happy Hunter and the Skilful Fisher
Answers

1. Give one way that the Happy Hunter and the Skilful Fisher are similar and one way that they are different.
   Accept one answer from each of the following categories:

Similar:
- **From the same family.**
- **Both good at their hobbies.**
- **Both hobbies involve catching animals.**
- **Both enjoyed their occupations.**
- **Both wanted a change of occupation.**
- **Both knew nothing about their new occupations.**

Different:
- **One was good at hunting; the other was good at fishing.**
- **One was an emperor and one was not.**

2. Find and copy three adjectives that the author uses to describe the Happy Hunter.

   The author describes the Happy Hunter as:
   - **handsome;**
   - **strong;**
   - **brave;**
   - **famous;**
   - **happy.**

3. Do you think that the brothers will be successful with their new occupations? Use evidence from the text to support your answer.
   Accept either yes or no as an answer, providing that it is alongside reasonable evidence from the text to support it, e.g.

   - **Yes because the text says that both brothers were very talented at their own occupations (with matchless skill as a hunter and being a very skilful fisher) and would probably have a good go at their new ones.**
   - **No because the text says 'it was very unwise of them' to change occupations because neither knew anything about the other occupation.**

4. What was the Happy Hunter's real name?
   The Happy Hunter's real name was Akira.

Famous Pirates

Captain Blackbeard
Born: 1680

Died: 22nd November 1718

Blackbeard's real name was Edward Teach. He married 14 times! It has been said that his favourite drink was rum mixed with gunpowder. Blackbeard was active in piracy for only 2 years before he was caught and killed. His head was chopped off and hung from his enemy's ship as a trophy and warning to other pirates.

Anne Bonny
Born: 8th March 1698

Died: 22nd April 1782

Anne was friends with another female pirate called Mary Read. Anne was the girlfriend of pirate Calico Jack, who she eventually ran away with! She acted and dressed just like a male pirate and was excellent at fighting.

Black Barty
Born: 17th May 1682

Died: 10th February 1722

He was born in South Wales as John Roberts and later adopted the name 'Bartholomew', or 'Black Bart' when he became a pirate. He was known to love expensive clothes and jewellery and was always well-dressed, even in battles! He was eventually killed by the British Government and his crew were put on trial in the biggest pirate trial in history.

William Kidd
Born: circa 1654

Died: 23rd May 1701

Before he became a pirate, William Kidd was a wealthy and respected privateer and protected the British and American trade routes from French warships. However, he was very unlucky and was forced into piracy by his unruly ship crew whilst on duty. It was also at this time that the American people became very intolerant of all pirates, so when he was caught they had to make an example and he was hanged. Kidd was the only pirate known to have ever buried any treasure on Long Island, New York.

1. Which of these pirates was born first?

2. '...that the American people became very intolerant of all pirates.'
   What do you think the word intolerant means in this sentence?

3. How are Captain Blackbeard and Black Bart similar?

4. Do you think that male pirates respected Anne Bonny? Why?

Famous Pirates
Answers

1. Which of these pirates was born first?
   Captain Blackbeard was born first.
2. '...that the American people became very intolerant of all pirates.'
   What do you think the word intolerant means in this sentence?
   In this sentence, intolerant means that American people disliked/wouldn't put up with/ did not accept/hated pirates.
3. How are Captain Blackbeard and Black Bart similar?
   Accept any similarity given or inferred in the text, e.g.
   - **They are both men.**
   - **They are both pirates.**
   - **They both changed their names.**
   - **They were both killed.**
4. Do you think that male pirates respected Anne Bonny? Why?
   Accept either yes or no as an answer providing that a reasonable justification is given to support the answer, e.g.

   Yes
   - **Because she was renowned as an excellent fighter.**
   - **Because she dressed and acted like men and they may have seen her as one of them.**
   - **Because she showed she was brave by running away at the age of sixteen.**

   No
   - **Because many men did not respect women as equals at the time when Anne was alive.**

A Rain Song

Tinkle, tinkle, lightly fall
On the peach buds, pink and small;
Tip the tiny grass and twinkle
On the clover, green and tall.

Tinkle, tinkle, faster now,
Little raindrops, smite and sprinkle,
Cherry-bloom and apple-bough,
Pelt the elms, and show them how
You can dash and splash, splash, splash!

While the thunder rolls and mutters,
With the lightning's flash and flash.
Then twist into curls
Of a million misty swirls,
And thread the air with silver,
And embroider it with pearls!

And patter, patter, patter
To a quicker time and clatter
On the streaming window pane.
Rain, rain on the leaves and the eaves,
And the turning weather vane.

1. Why do you think that the author repeats words like 'tinkle', 'splash' and 'patter' throughout the text?

2. What happens to the speed of the rain over the course of the poem?

3. Which two verbs does the poet use to talk about the thunder's actions?

4. 'On the clover, green and tall'
What might a clover be in this sentence?

A Rain Song
Answers

1. Why do you think that the author repeats words like 'tinkle', 'splash' and 'patter' throughout the text?
   Accept reasonable answers relating to the sound that rain makes when it falls, e.g.
   - **Because the words sound like rainfall.**
   - **They are all words that sound like the rain when it drips.**
   - **So the reader can imagine what the rain sounds like.**
2. What happens to the speed of the rain over the course of the poem?
   The rain speeds up/gets heavier.
3. Which two verbs does the poet use to talk about the thunder's actions?
   The poet uses two verbs: thunders and rolls.
4. 'On the clover, green and tall'
   What might a clover be in this sentence?
   Accept any reasonable answer based on the description provided (green and tall) in the context of other flowers and grass being mentioned. E.g. A clover might be a plant/a flower/a bud.
   Do NOT accept 'leaf'.

Reading Revision Mat Guidance

To complete each reading revision mat, you will need to read a short passage of writing; these will be taken from either a fiction text, a non-fiction text or a poem. Once you have read and understood the passage, you will have to answer seven different types of question based on what you have read.

Each of the seven areas has an accompanying canine character to hopefully remind you of the skills you need to answer that particular type of question:

Vocabulary Questions

Vocabulary Victor is there to help you work out the meaning of unknown words and phrases using context clues.

2a: Give / explain the meaning of words in context.

Retrieval Questions

Rex Retriever is there to help you to go into a text and just simply retrieve the facts and key details.

2b: Retrieve and record information / identify key details from fiction and non-fiction.

Summary Questions

Summarising Sheba is there to remind you to summarise the main point(s) or main event(s) of a paragraph or text.

2c: Summarise main ideas from more than one paragraph.

Inference Questions

Inference Iggy will help you hunt for clues in a text about how someone might be feeling or why something is happening.

2d: Make inferences from the text / explain and justify inferences with evidence from the text.

Prediction Questions

Predicting Pip tries to see the future and she will help you to work out what might happen next from clues in the text.

2e: Predict what might happen from details stated and implied.

Compare, Contrast & Comment Questions

Cassie the Commentator discusses the content of a paragraph/text and compares events and characters. Can you do the same?

2f: Identify/explain how information/narrative content is related and contributes to meaning as a whole.

2h: Make comparisons within the text.

Author Choice Questions

Arlo the Author likes to help you to spot examples of ambitious vocabulary and figurative language, and explain how these words/phrases add to the meaning of the text.

2g: Identify/explain how meaning is enhanced through choice of words and phrases.

Parent Guide

How can I use this with my children?

Encourage your child to learn their times tables with these fun maths games. A range of ideas are described, from dominoes and colour by times table to games that don't need any equipment.

How does this help my children's learning?

This resource contains an excellent selection of games and activities designed to encourage your child to learn their tables, while having fun. Suitable for all learners from year 2 upwards.

Ideas for further learning:

Roll two dice and count up according to the number rolled, for example if 6 and 3 are rolled, count up in 9s, if 4 and 3 are rolled, count up in 7s. Keep practising to improve your child's speed.

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Games Ideas

Fizz Buzz

Choose 'fizz' for multiples of a number (e.g. 3), and 'buzz' for multiples of another number (e.g. 5). Starting with 1, players take it in turns to say the next number. However, each time a multiple of 3 or 5 is reached, the player must say 'fizz' or 'buzz' instead of the number. If the number is a multiple of both 3 and 5, the player must say 'fizzbuzz'.

For example: one, two, fizz, four, buzz, seven, eight, fizz, buzz, eleven, fizz, thirteen, fourteen, fizzbuzz

You could try other multiples or adding another multiple for a more complex game.

Times Table Tennis

Choose a times table to focus on. Take it in turns to say the next number in the times table sequence. You could pretend to serve and pass a tennis ball between you or use a real one.

Times Table Corners

Label different areas/corners of your garden with 2, 5 and 10. Shout out a number. If the number is a multiple of 2, 5 or 10, your child must go to the matching area.

Fastest Times Tables Facts

Choose a times table to focus on and have a competition to see who can write down the times tables facts the fastest. You can decide whether to write the number sentences out in full (e.g. $1 \times 2 = 2$, $2 \times 2 = 4$, $3 \times 2 = 6$) or just the numbers (e.g. 2, 4, 6).

Times Tables Snap and Matching Cards

Create a set of cards with separate times table facts and answers. Challenge your child to find the matching cards in a game of snap. Alternatively, place the cards face down and take it in turns to turn over two cards. If the cards match, the player keeps the cards. If the don't match, turn the cards back over and the next player takes their turn.

Multiplication Dice Game

How to play:

1. Roll a dice.
2. Multiply your answer by 2 or 3.
3. Colour you answer on the grid.
4. The first person to colour 3 in a row wins!

2	18	6	3
4	10	12	4
8	6	2	8
12	9	15	3

Multiplication Dice Game

How to play:

1. Roll a pair of dice.
2. Multiply your 2 numbers.
3. Colour you answer on the grid.
4. The first person to colour 4 in a row wins!

18	12	24	8	10	24	6	15
36	30	12	9	2	5	4	18
4	24	4	8	6	8	15	3
10	12	25	15	20	6	16	8
36	12	12	30	5	12	5	30
10	25	1	9	5	6	10	20
18	20	9	10	16	15	4	3
1	30	4	20	2	3	6	15

Multiplication Dice Game

How to play:

1. Roll a pair of dice.
2. Multiply the number by 2 and remember your answer.
3. Roll 1 die again and take away the number from your answer. If the final answer is below zero, then re-roll the 2 dice.
4. Colour your answer on the grid.
5. The first person to colour 5 in a row wins!

18	12	24	8	10	24	6	15
36	30	12	9	2	5	4	18
4	24	4	8	6	8	15	3
10	12	25	15	20	6	16	8
36	12	12	30	5	12	5	30
10	25	1	9	5	6	10	20
18	20	9	10	16	15	4	3
1	30	4	20	2	3	6	15

Mixed 3, 4 and 8 Times Table Dominoes

Share the dominoes cards out equally between the players. Take it in turns to add a matching domino card to the cards in play. The first player to get rid of all their dominoes is the winner.

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8	3×3
24	2×4
18	3×8
20	6×3
8	5×4
6	1×8
36	2×3
64	9×4

30	8×8

44	10×3

40	11×4

21	5×8

48	7×3

16	12×4

33	2×8

9	11×3

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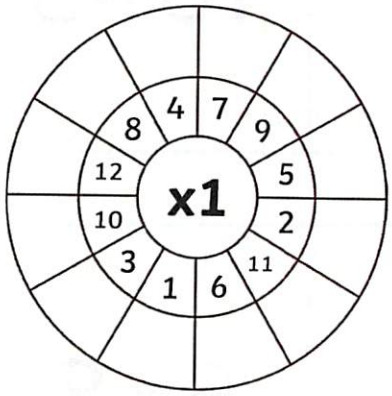
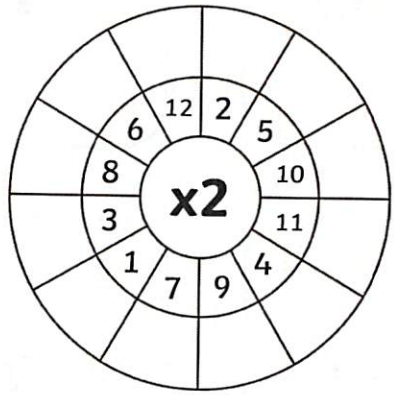
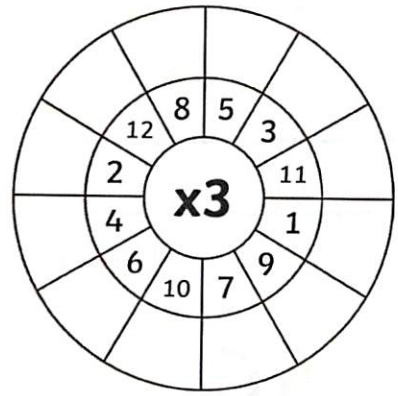
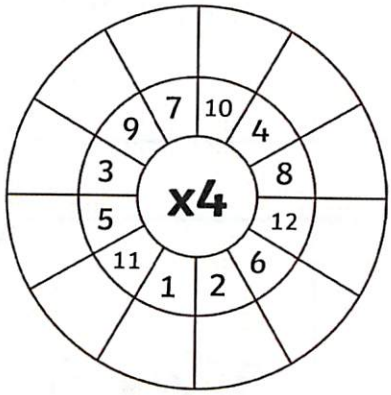
Multiplication Wheels

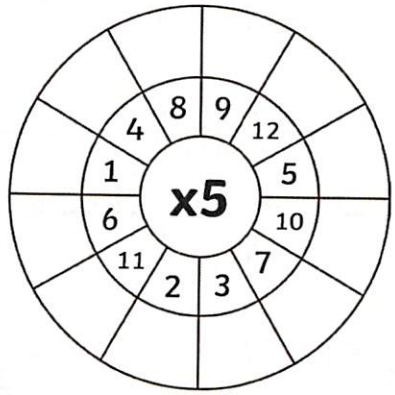
Multiply the numbers by the middle number.

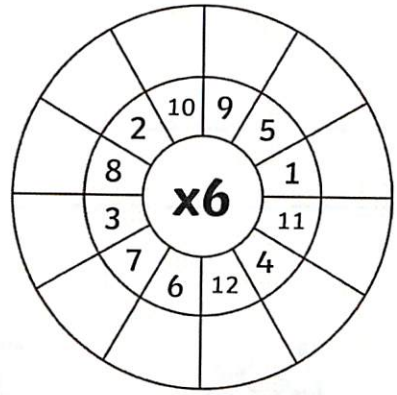


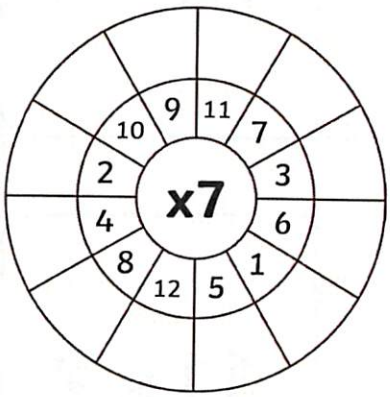


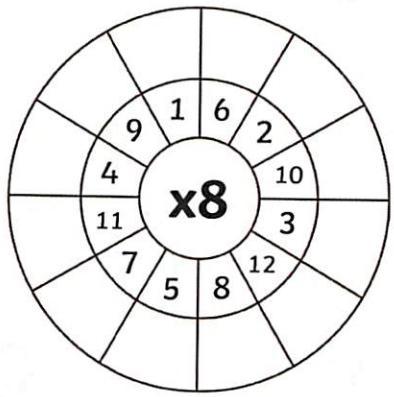


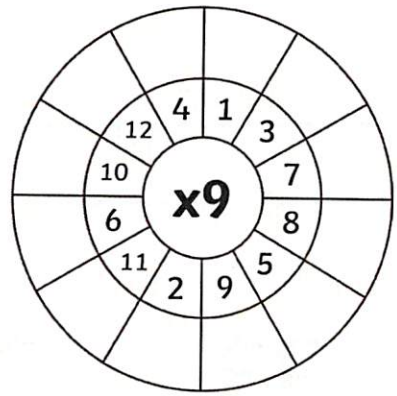


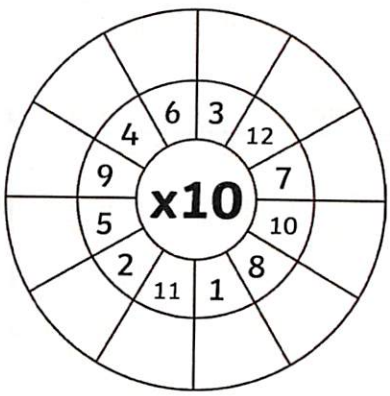


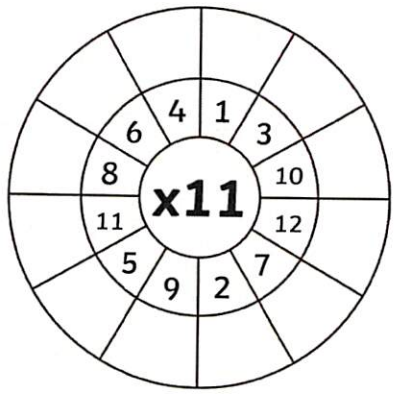


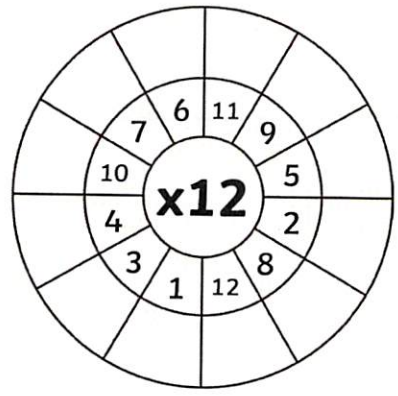








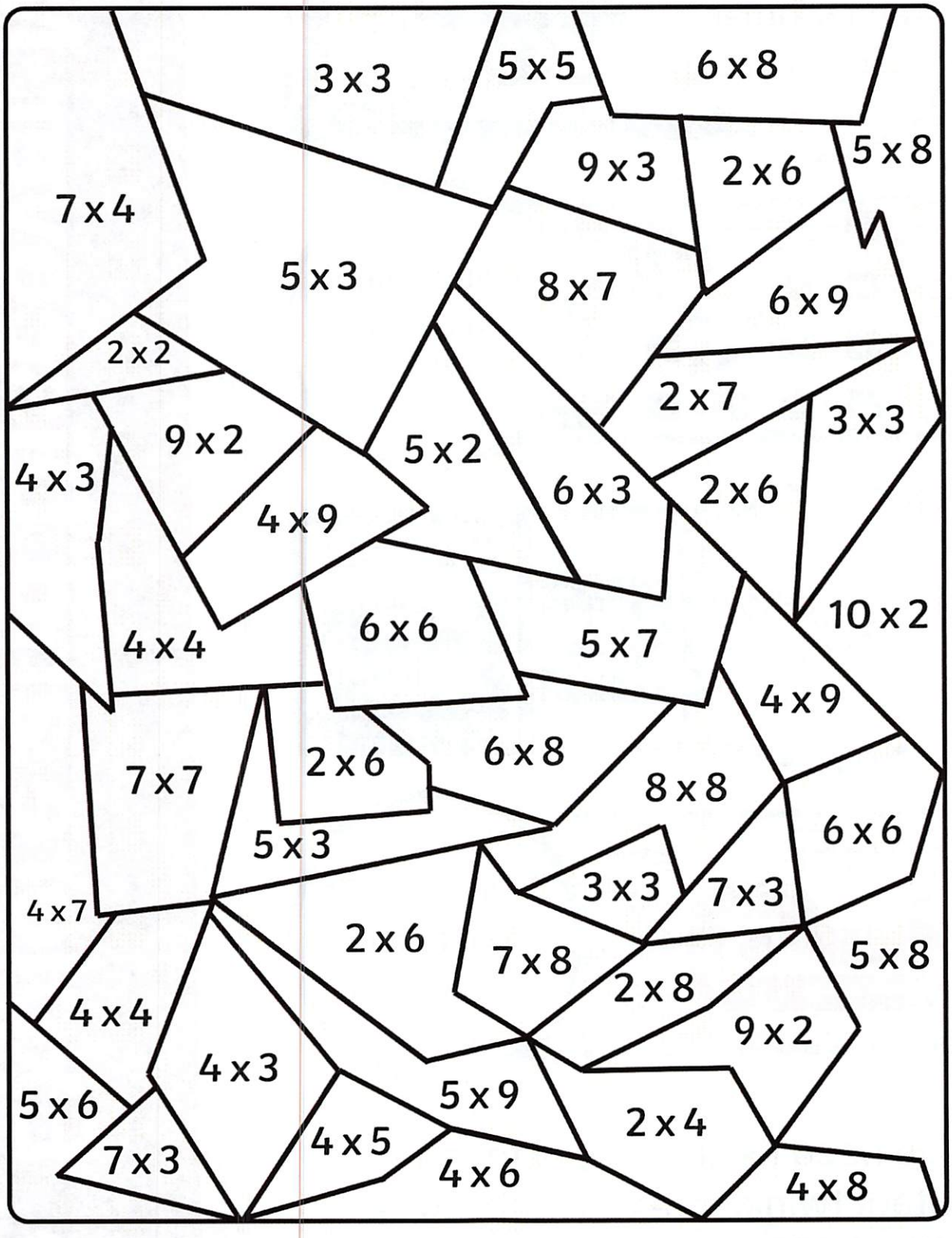




Colour by Multiplication

Do the multiplication calculation and colour the shape in the correct colour.

0-10	11-20	21-30	31-40	41-50	51-60	61-70
light blue	purple	pink	yellow	green	orange	dark blue



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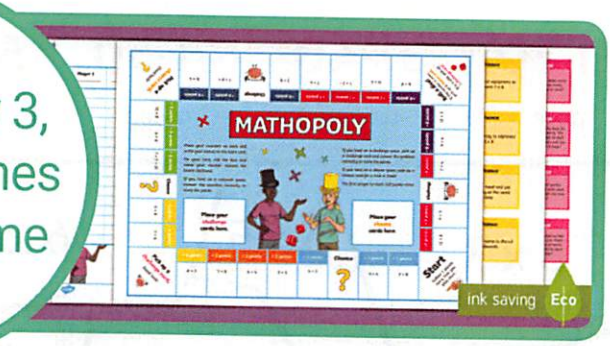
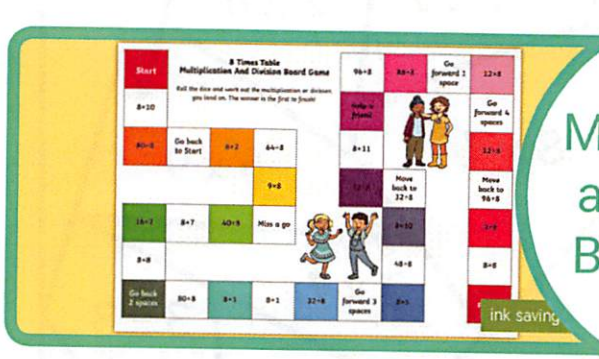
If you enjoyed this resource, why not try...

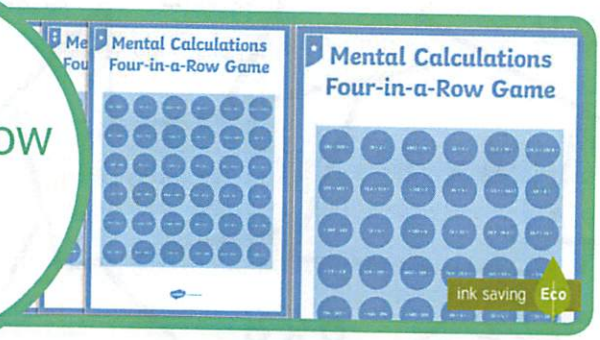
Mathopoly 3, 4 and 8 Times Tables Game



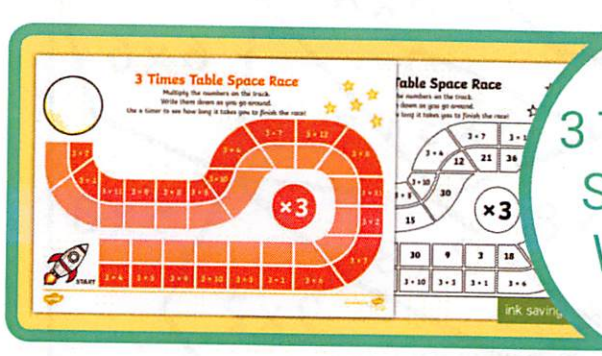
Multiplication and Division Board Game



Four-in-a-Row Game



3 Times Table Space Race Worksheet



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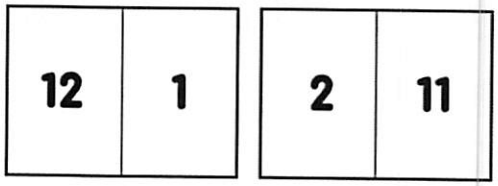
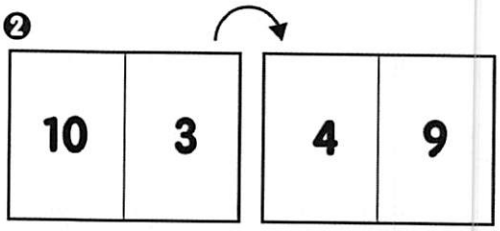
Instructions

❶



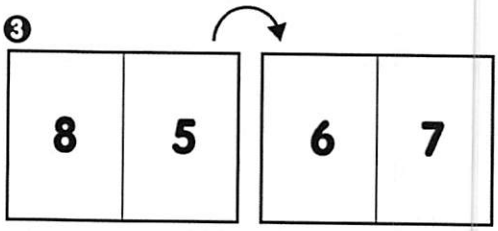
On one side, print the first page of the PDF (pages 12 and 1). On the reverse of that sheet, print the second page of the PDF (pages 2 and 11).

❷



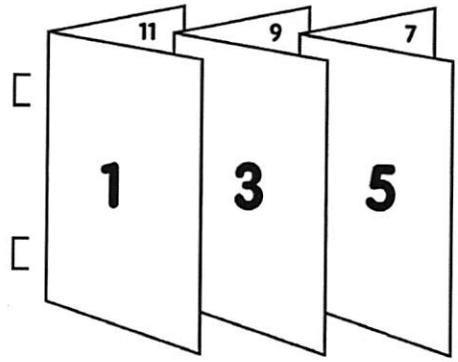
On a second sheet, print the third page of the PDF (pages 10 and 3). On the reverse of that sheet, print the forth of the PDF (pages 4 and 9).

❸



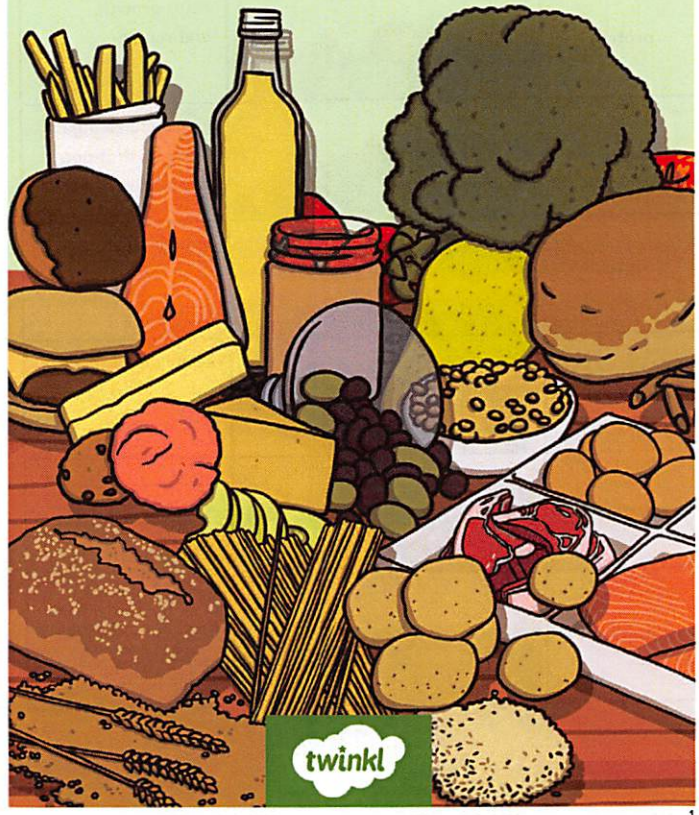
On a third sheet, print the fifth page of the PDF (pages 8 and 5). On the reverse of that sheet, print the sixth page of the PDF (pages 6 and 7).

❹



Your prints should look something like the diagram above. Staple the sheets together and you have a complete double sided nutrition diary.

My Nutrition Diary



Nutrient	Found in... (examples)	What it does/they do
carbohydrates		provide **energy**
protein		helps growth and repair
fibre		helps you to digest the food that you have eaten
fats		provide **energy**
vitamins		keep you **healthy**
minerals		keep you **healthy**
water		moves **nutrients** around your body and helps to get rid of waste

Notes

Space for any extra notes or drawings

Sunday

Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Monday

Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Saturday

Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Friday

Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Tuesday

Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Wednesday

Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Thursday

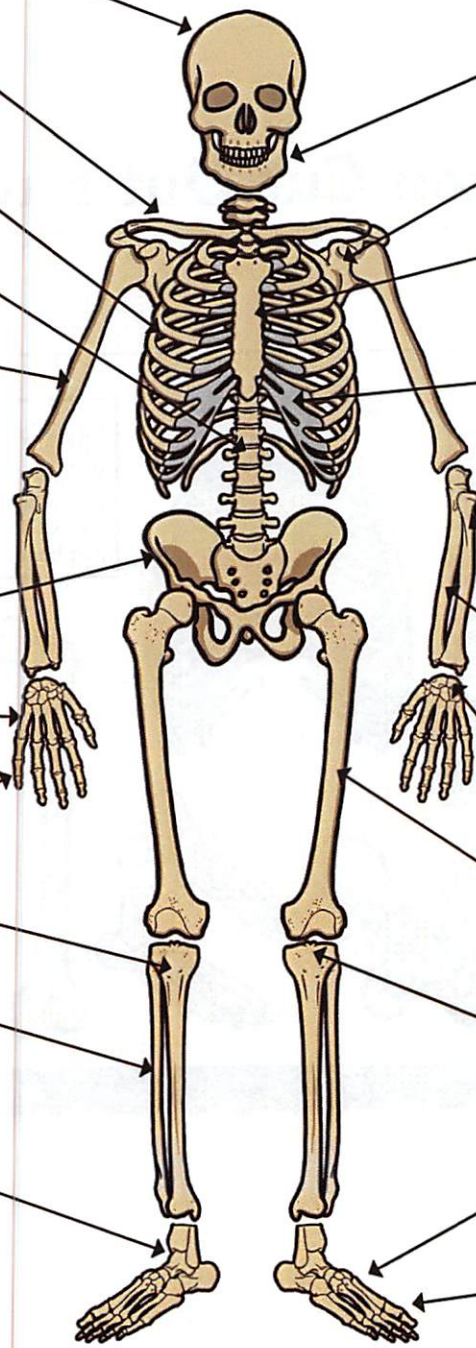
Draw or write what you ate and drank today

Breakfast	Lunch	Dinner	Snacks	Drinks

Write down which food gave you the following types of nutrients:

carbohydrates:	
protein:	
fats:	
vitamins:	
minerals:	
fibre:	
water:	

Skeleton Cut Out and Label



skull
cranium

collar bone
clavicle

rib cage
thoracic cage

backbone
vertebral column

upper arm bone
humerus

hips
pelvis

hand bones
metacarpals

finger bones
(hand) phalanges

lower leg bone (shin)
tibia

lower leg bone (calf)
fibula

ankle bone
talus

jaw bone
mandible

shoulder blades
scapula

breast bone
sternum

costal cartilage

lower arm bone
radius

lower arm bone
ulna

wrist
carpals

thigh bone
femur

knee cap
patella

foot bones
metatarsals

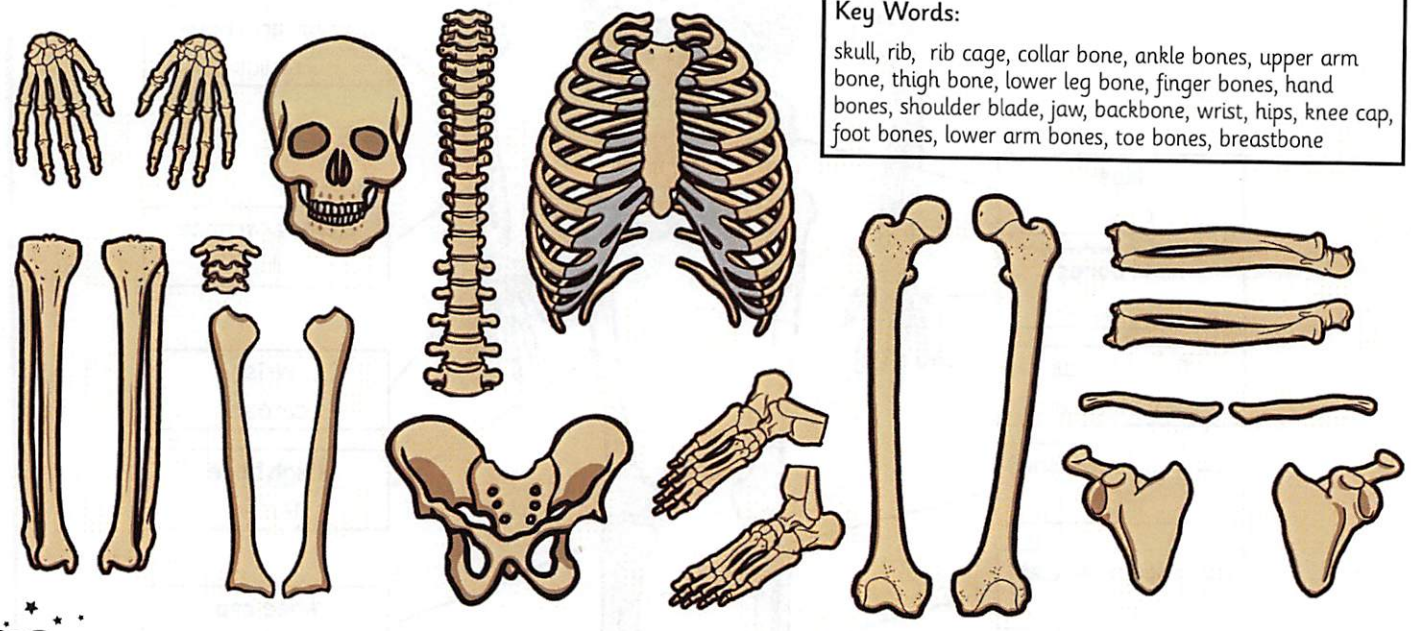
toe bones
(foot) phalanges

Skeleton Cut Out and Label

Cut out and create your own skeleton!

Key Words:

skull, rib, rib cage, collar bone, ankle bones, upper arm bone, thigh bone, lower leg bone, finger bones, hand bones, shoulder blade, jaw, backbone, wrist, hips, knee cap, foot bones, lower arm bones, toe bones, breastbone

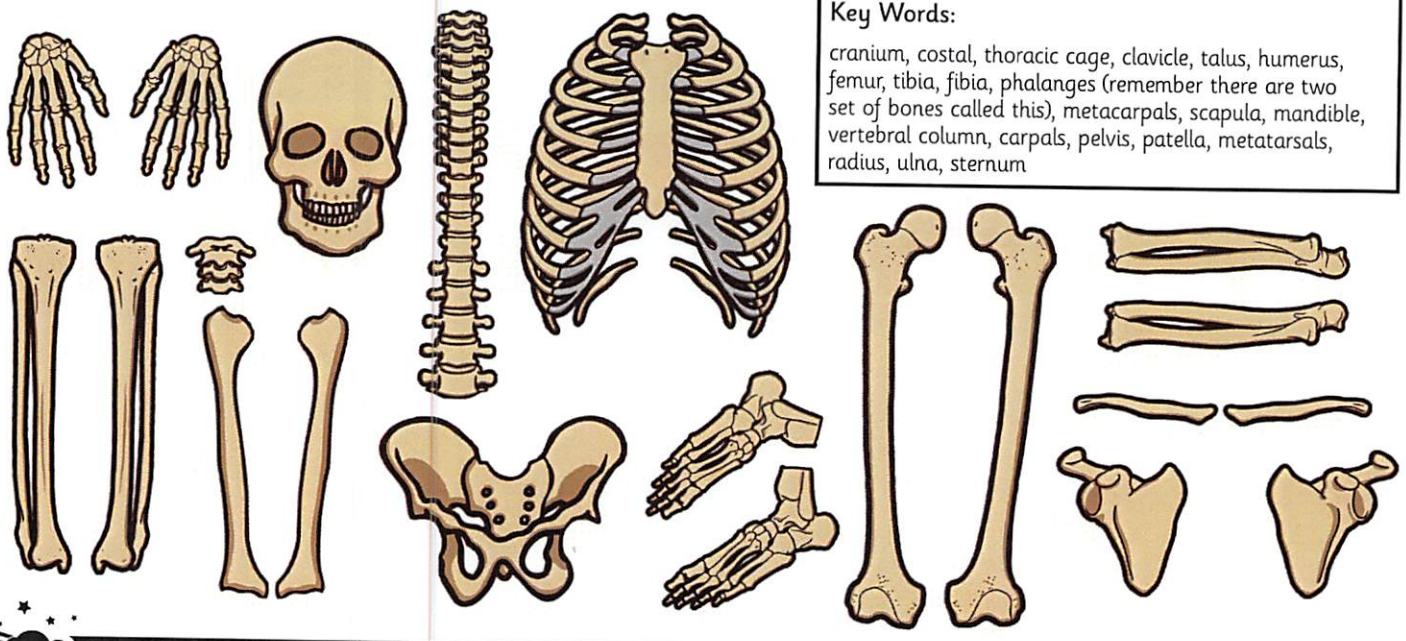


Skeleton Cut Out and Label

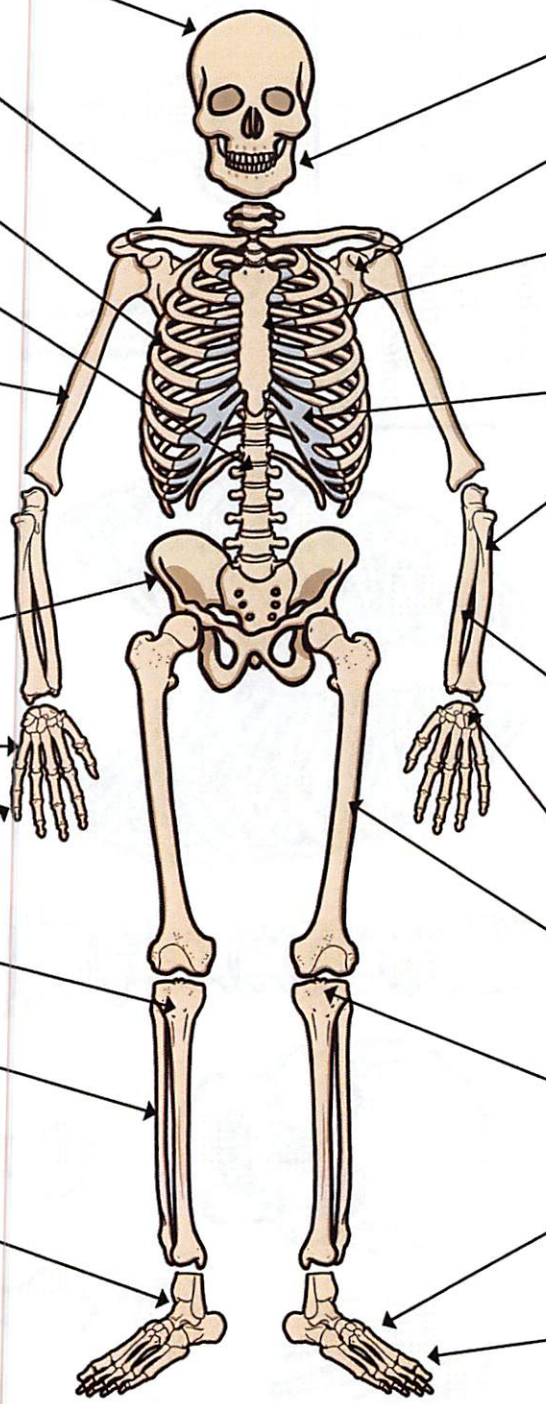
Cut out and create your own skeleton!

Key Words:

cranium, costal, thoracic cage, clavicle, talus, humerus, femur, tibia, fibia, phalanges (remember there are two set of bones called this), metacarpals, scapula, mandible, vertebral column, carpals, pelvis, patella, metatarsals, radius, ulna, sternum



Skeleton Cut Out and Label



skull
cranium

collar bone
clavicle

rib cage
thoracic cage

backbone
vertebral column

upper arm bone
humerus

hips
pelvis

hand bones
metacarpals

finger bones
(hand) phalanges

lower leg bone (shin)
tibia

lower leg bone (calf)
fibula

ankle bone
talus

jaw bone
mandible

shoulder blades
scapula

breast bone
sternum

costal cartilage

lower arm bone
radius

lower arm bone
ulna

wrist
carpals

thigh bone
femur

knee cap
patella

foot bones
metatarsals

toe bones
(foot) phalanges

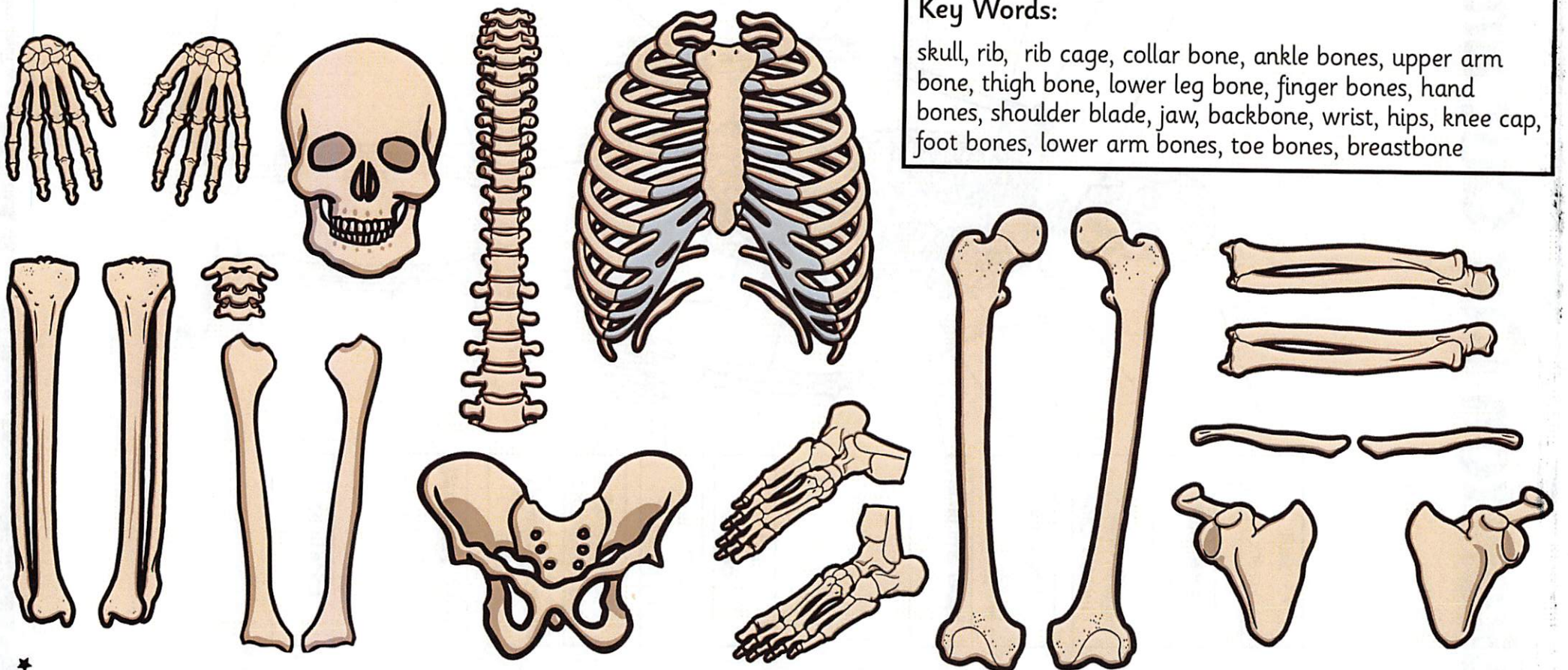
Skeleton Cut Out and Label

I can identify and name bones.

Cut out and create your own skeleton!

Key Words:

skull, rib, rib cage, collar bone, ankle bones, upper arm bone, thigh bone, lower leg bone, finger bones, hand bones, shoulder blade, jaw, backbone, wrist, hips, knee cap, foot bones, lower arm bones, toe bones, breastbone



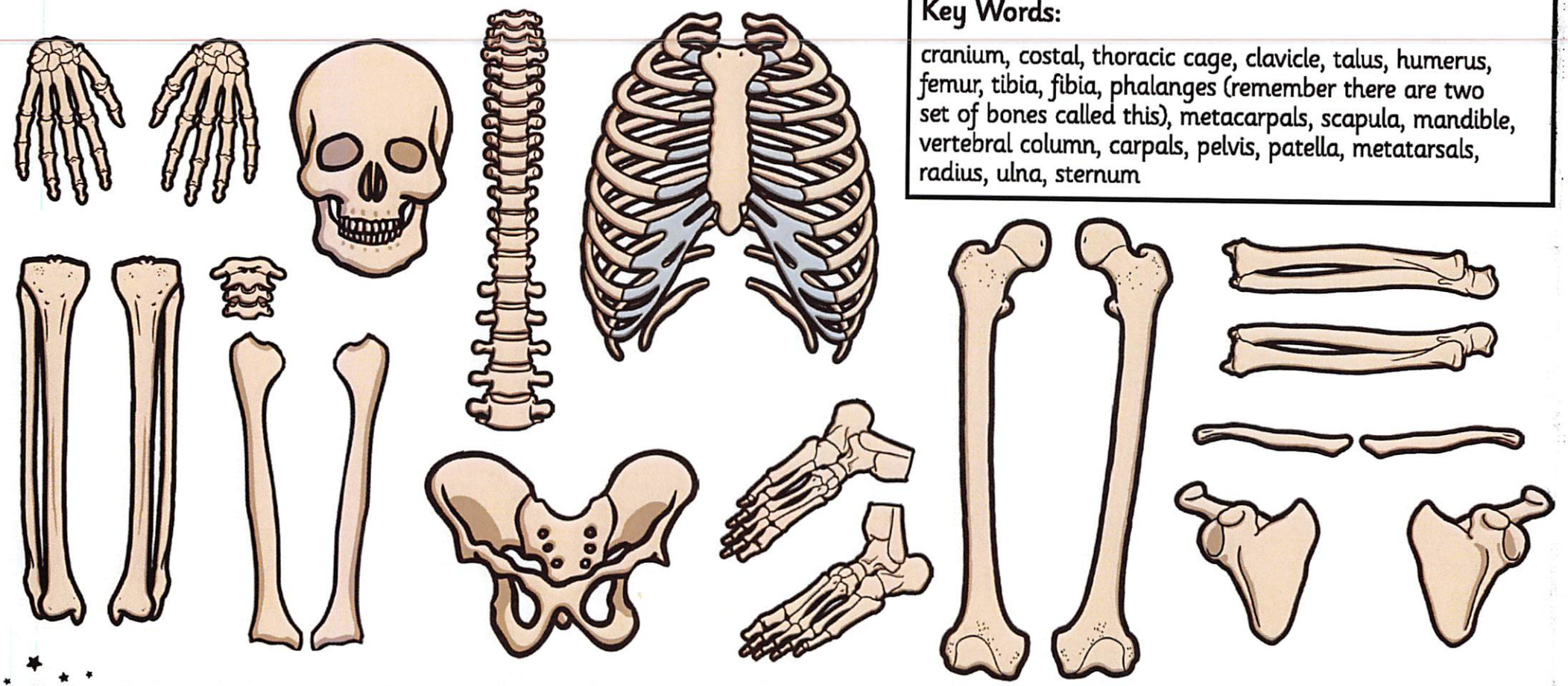
Skeleton Cut Out and Label

I can identify and name bones.

Cut out and create your own skeleton!

Key Words:

cranium, costal, thoracic cage, clavicle, talus, humerus, femur, tibia, fibia, phalanges (remember there are two set of bones called this), metacarpals, scapula, mandible, vertebral column, carpals, pelvis, patella, metatarsals, radius, ulna, sternum



Roll and Draw Plant Game

To play this game you will need a 1 - 6 dice, a pencil and paper and a friend or family member to play with.

All plants are made up of different parts - roots, the stem, leaves and flowers.

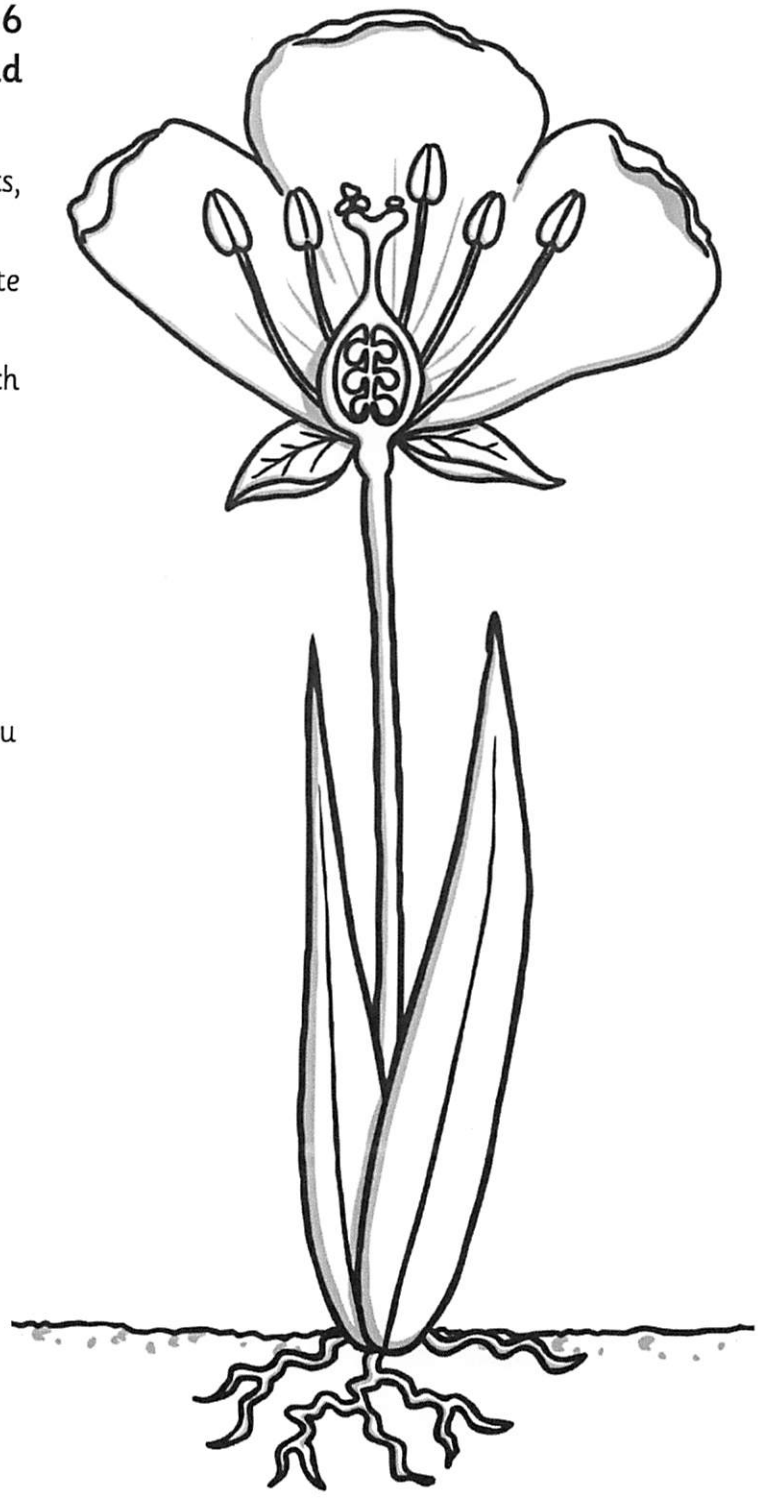
The aim of this game is to draw a complete plant by rolling the dice.

You can draw a different part of your plant each time you roll a number:

- 1 = the roots
- 2 = the stem
- 3 = the leaves
- 4 = the petals
- 5 = the stamens
- 6 = the style and the stigma

If you roll a number you have already had, you should miss a turn.

Who will be first to draw a complete plant?!



Roll and Draw Plant Game

Insert aims and success criteria here.

To play this game you will need a 1 - 6 dice, a pencil and paper and a friend or family member to play with.

All plants are made up of different parts - roots, the stem, leaves and flowers.

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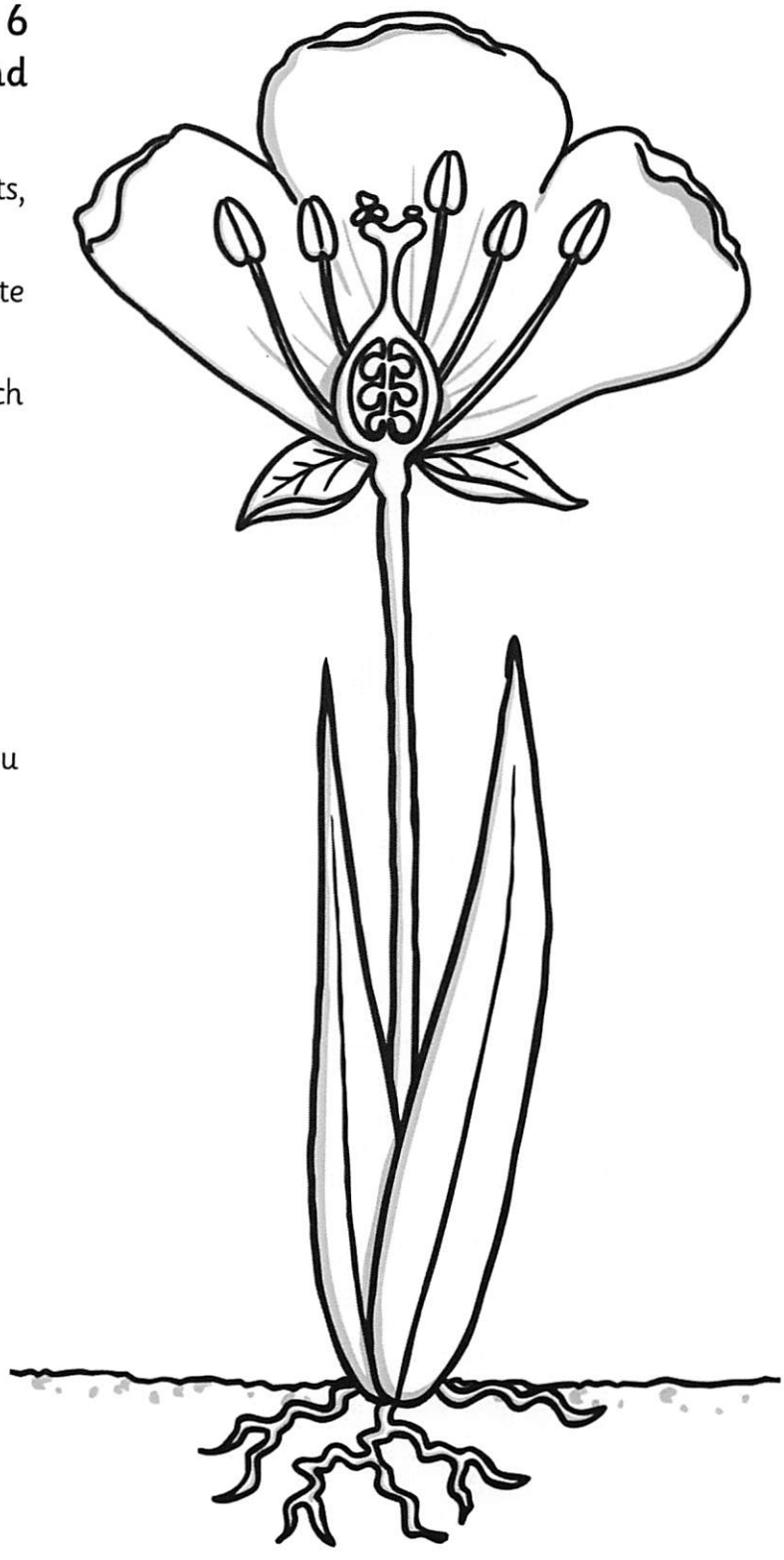


The Life Cycle of Flowering Plants

All flowering plants go through the same stages of the life cycle.

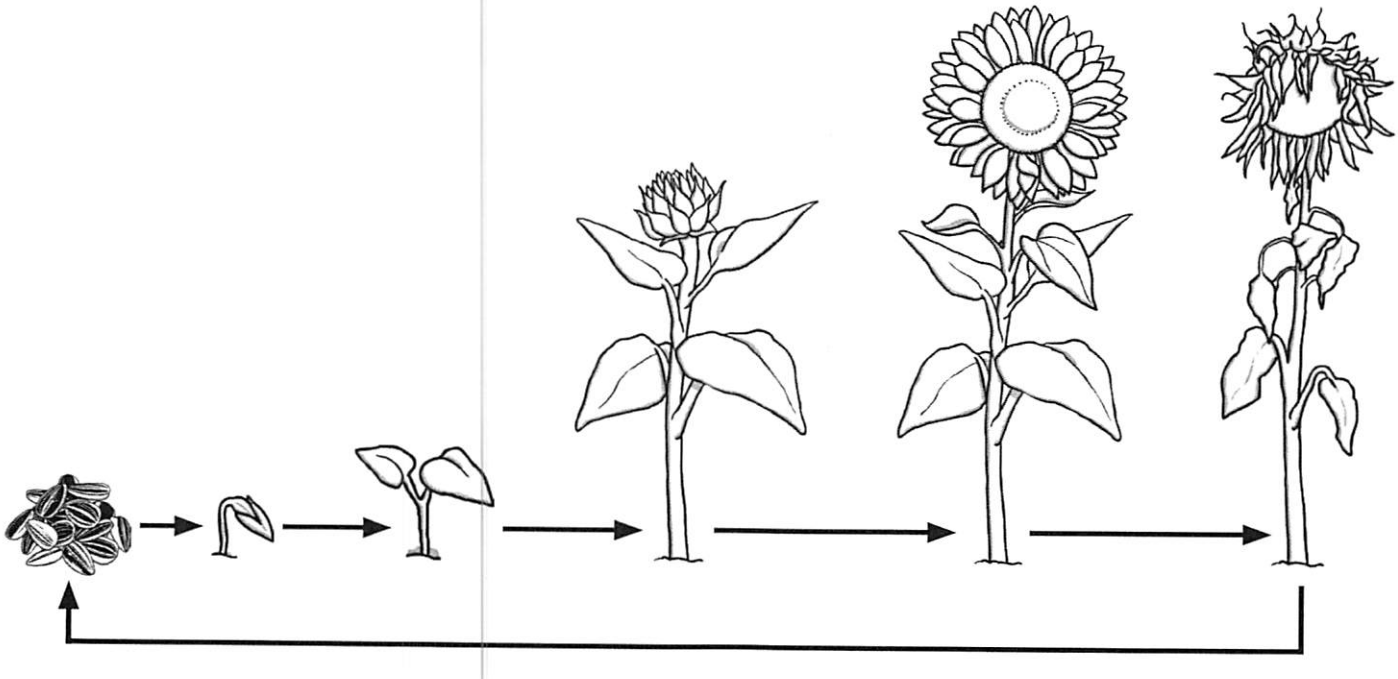
The main stages are germination, growing and flowering, pollination, fertilisation and seed dispersal.

Can you design and create a way to represent the stages of the life cycle?

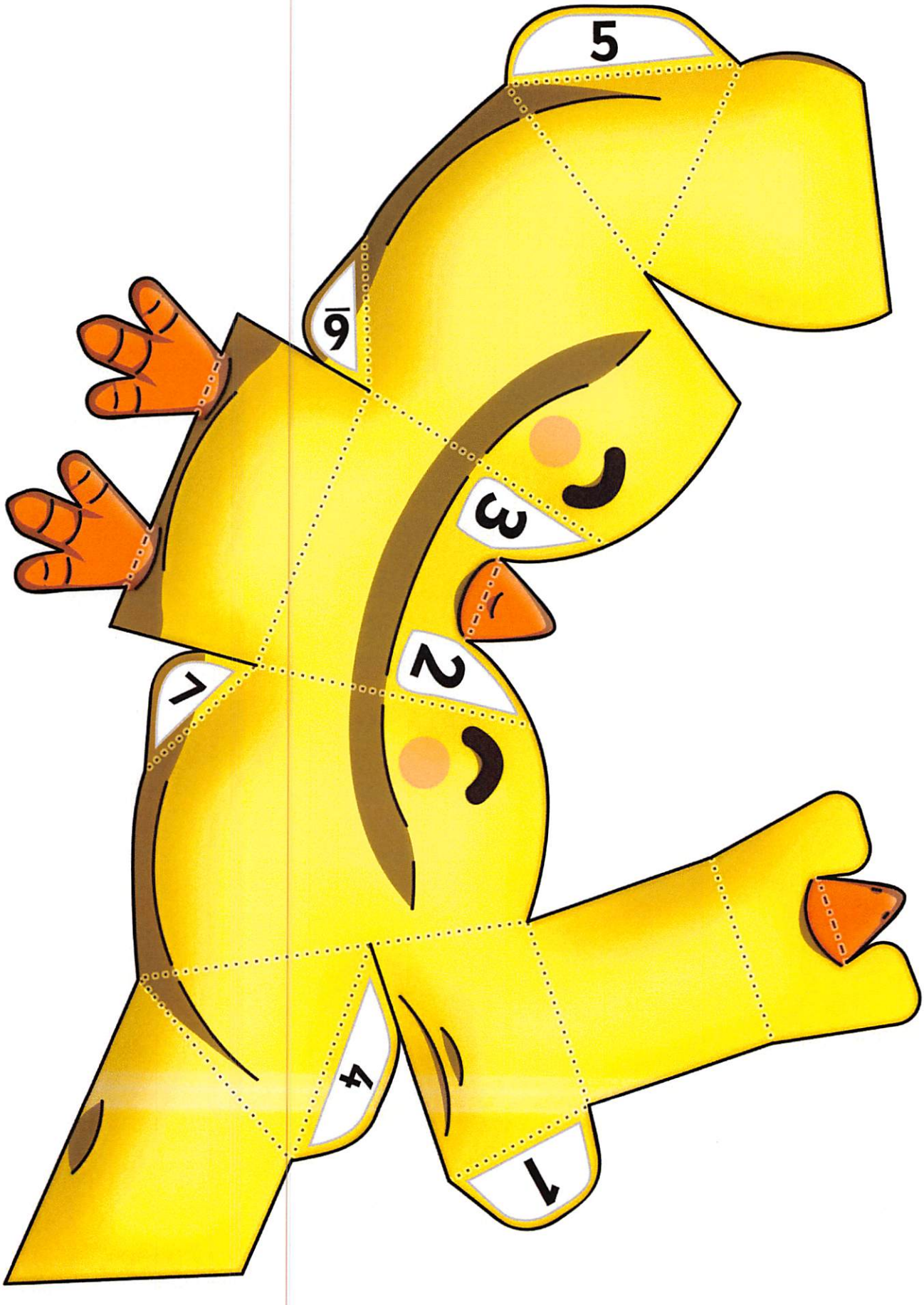
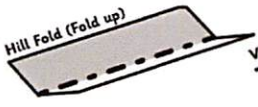
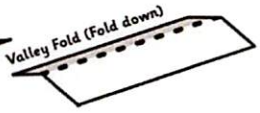
You could:

- Draw the different stages on a paper plate, adding arrows to show the order.
- Make a poster to show the different stages.
- Create a small book with one stage on each page.
- Write about what happens at each stage.
- Make a PowerPoint with one stage on each slide.

Or you could come up with your own idea!



Easter Chick Paper Model



1) Cut
2) Hill Fold
3) Valley Fold
4) Glue 1 2 3