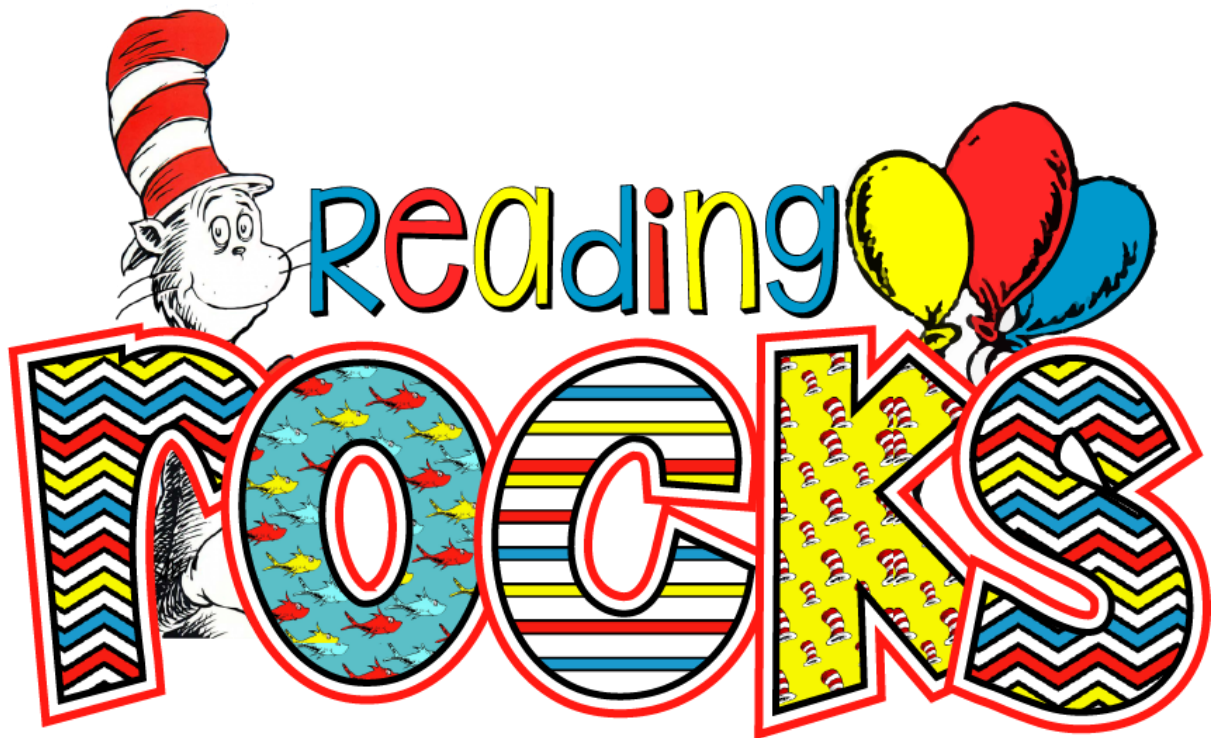


Home learning pack:

Reading

Week 12:

WB Monday 6th July 2020



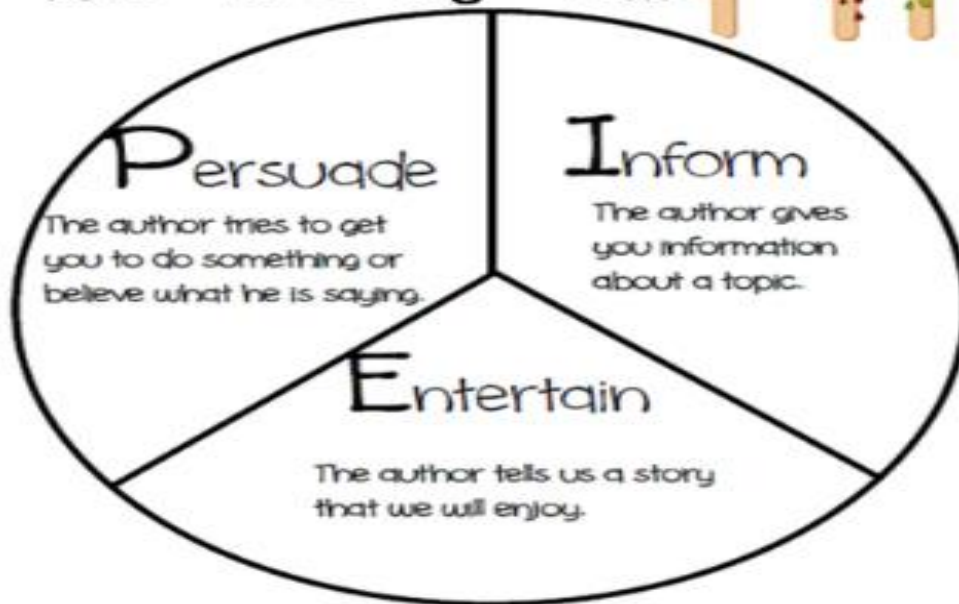
Remember to share your work with us on Class Dojo

The more you read, the more you succeed.

Lesson 1

Author's Purpose

it's as easy as... **PIE**



why did the author write the story?

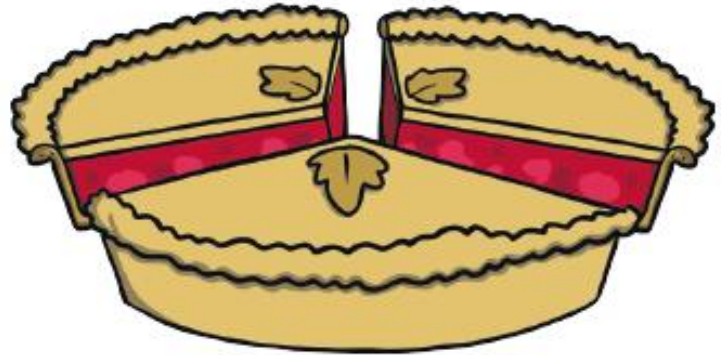
Today's session will look at the author's intention for each piece of text. Read the text carefully and decide the purpose for writing it, Persuade, Inform or entertain.

Author's Purpose

P: Persuade or convince the reader to do or believe something.

I: Inform or tell the reader more information about a topic.

E: Entertain the reader with an interesting or funny story.



1. a newspaper article about a winter storm		6. a thesaurus	
2. a commercial for a new candy		7. a biography of Abraham Lincoln	
3. a story about a friendly giant		8. a speech by someone running for student council	
4. a billboard for a new store		9. a book of jokes	
5. a fiction book about unicorns		10. a magazine article about birds in Africa	

Name: _____

Date: _____

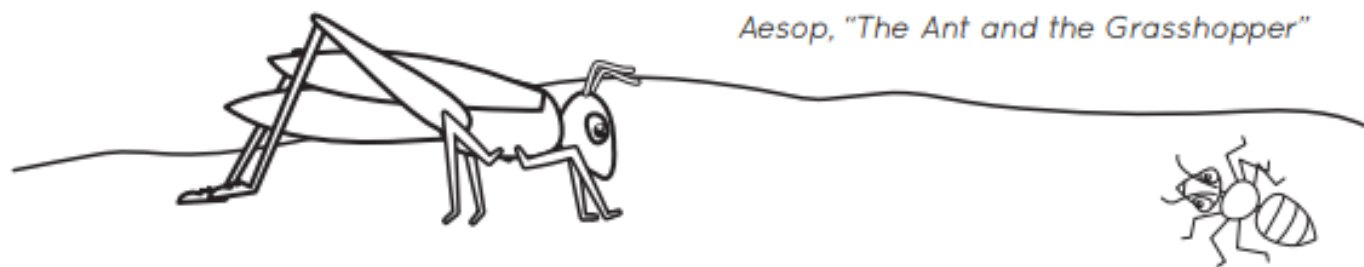
Author's Purpose: The Ant and the Grasshopper

Directions: Read the story and answer the questions below.

Once there was an ant and a grasshopper who lived in a field. Every day, Ant got up early and walked far to gather seeds. She balanced one seed on her head at a time, walked it back to her home, and then went again to the field to gather more. She was very small, so the walk was very long. She worked the whole day, without ever stopping to rest. As Ant worked, Grasshopper spent his days playing music, lazing in the sun. "Why do you work so hard, Ant?" he laughed. "Summer is here! Why waste the sunshine gathering seeds?" Ant replied, "I'm storing food for the winter when there won't be anything to eat!" Grasshopper laughed and said, "Why are you worrying about winter now? There is plenty of food!" He continued to play, while Ant got back to work.

When winter came, Grasshopper could not find any food to eat. He was starving and felt very weak. When he noticed how hardworking Ant had plenty of food to eat, he realized how foolish he had been.

Aesop, "The Ant and the Grasshopper"



1. Is this passage fiction or nonfiction? How do you know?

2. What do you think the author's purpose was? Why?

Lesson 2

Story prompt



Your task today is to write a story about the sequence of images above by completing the following steps.

1. Create a list of words that describe what you can see in each picture and what may be happening
2. Review your word choices. Can you make them more interesting and powerful?
3. Choose names for your character
4. Choose the tense for the story, simple past or simple present and stick to it!
5. Now start writing your story, one scene at a time. Think about your use of story language, time connectives, the 5 senses, adverbs and different types of punctuation.
6. Once complete, edit. Be sure to use a different colour pen to edit your work so I can see the improvements.
7. Finally give your story a title.



Lesson 3

Cause and Effect (1)

With Caroline the Carrot

Hi! I am Caroline the Carrot. Let's learn the difference between a *cause* and an *effect* together. A *cause* is the reason why something happens. An *effect* is what happens. Here is an example:

Because Bobby watered the garden daily,
(cause)
the vegetables grew beautifully.
(effect)



Circle the best way to end the sentence.

1. Jack is worried

because he lost his homework.

because he got a present.

2. Because the sun came out,

Andrew went to sleep.

Andrew went out to play.

3. Our teacher is happy

because we did well on our tests.

because it is Tuesday.

4. Because Jim is nice,

he likes the color blue.

he has a lot of friends.

5. Kristen's team won the match

because she had fun.

because she scored a goal.

6. Because it is cold,

Isabelle wore a jacket.

Isabelle learned to read.

7. My sister is sad

because she lost her wallet.

because she ate dinner.

8. Because I did my chores,

I woke up early.

I received my allowance.



Cause and Effect (2)

With Caroline the Carrot

Let's learn some more about cause and effect. Read the stories below and underline the sentence that tells why something happened.

1. Mya was playing frisbee outside with her sister. Her sister threw the frisbee as hard as she could. It sailed over the neighbor's fence. Mya rang the neighbor's doorbell.

Why did Mya ring the doorbell?

She had a delivery for the neighbors. She wanted to retrieve the frisbee.

She was going to the neighbor's house for lunch.

2. A hawk was soaring high above the trees. He soon spotted a rabbit darting through the forest. His stomach began to rumble. The hawk swooped down toward his prey.

Why did the hawk swoop down?

He likes exploring the forest. He was hungry. He saw his friend.

3. Danny was nervous to audition for the play. He tried his best to sing every note on key. When his audition was over, he was worried he wouldn't get the part he wanted. Danny was so happy when he saw the cast list.

Why was Danny happy?

He likes singing. The audition was over. He got the part he wanted.

4. Nancy and her friend Debbie decided to go out to dinner. Debbie forgot to close the window before they left. They enjoyed a delicious meal. When they got back to Nancy's house it was very cold.

Why was Nancy's house so cold?

Debbie forgot to close the window. She went out to dinner with Debbie.

Nancy forgot to close the window.

Lesson 4

Listen to the following story by following the link below:

<https://youtu.be/gtcc3eQcGLw>



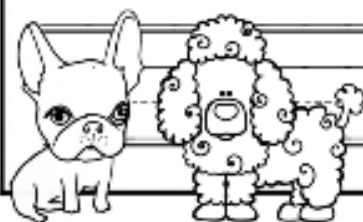
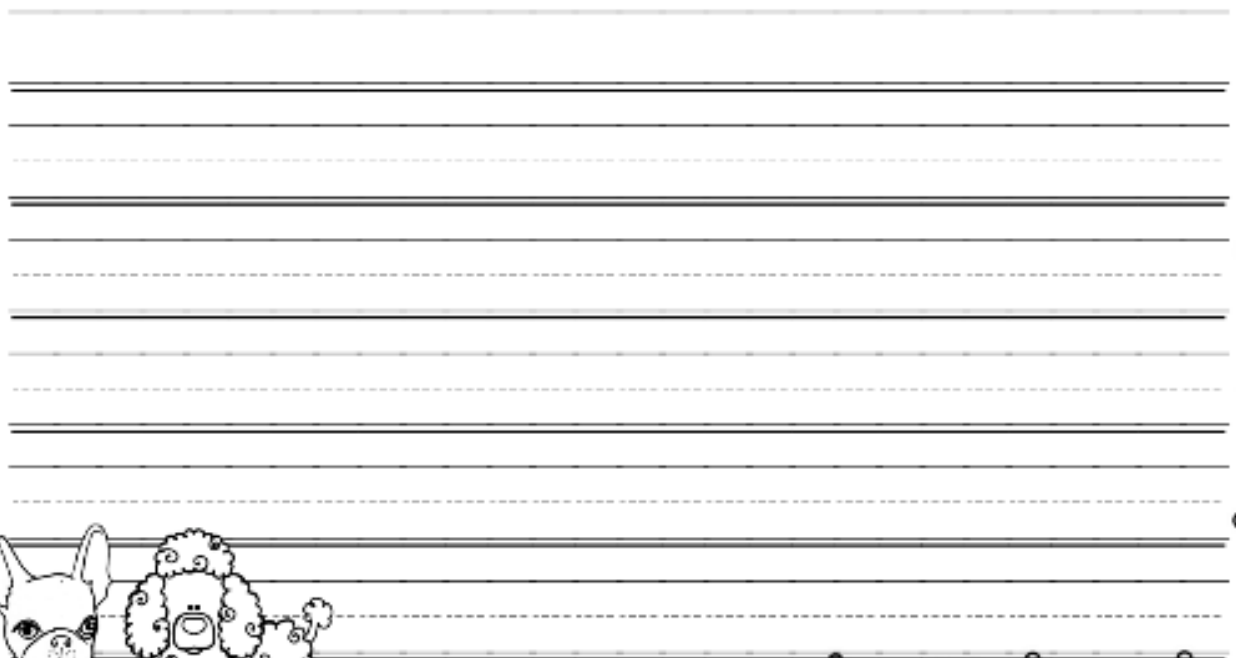
This book is all about family, and as we know all families are different but they all offer us a sense of love, safety and community.

Your task today is to tell me all about your family and why they are 'Just right' for you.

Gaston by Kelly DiPucchio

In this book there is an obvious mix up between Gaston's family and Antoinette's family, but the switch doesn't feel right.

What makes your family "just right" for you? Draw a picture and write about your family!



Lesson 5

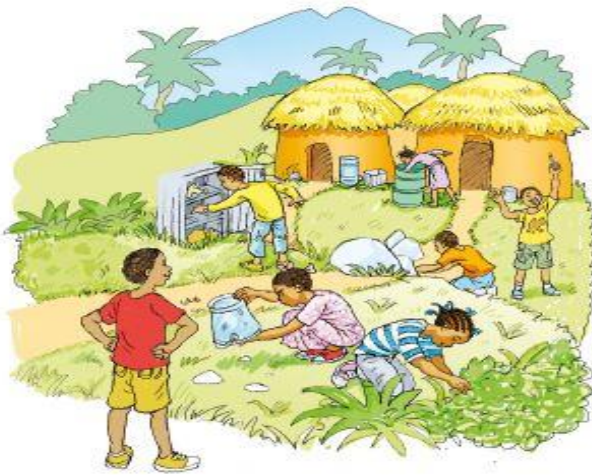
Games From Around The World



All around the world, children play all sorts of different games. You don't need expensive games or lots of space to play a great game, just some imagination!

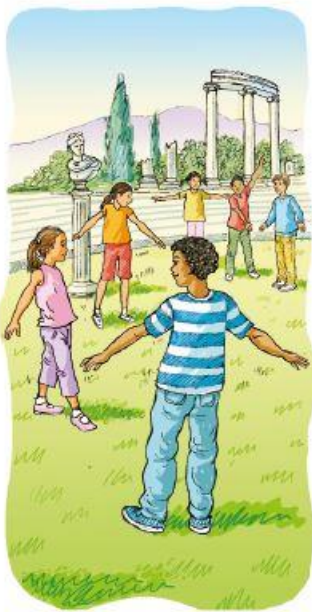
Play can be inside or outside, and you can play on your own or with lots of friends. Some games are calm and quiet, whilst others are very noisy! Some games like football, chess and jigsaw puzzles are popular in lots of countries so they have the same rules and equipment wherever they are played. But some games are only well known in certain countries.

Here are five games that children in different countries like to play:



Pilolo – from Ghana

Pilolo is a hiding game using sticks, stones, coins or other small items. One child hides the objects. It's then a race for all the other players to find one of the hidden items and get back to the finish line first. You need quick eyes and quick feet for this game!



Statues – from Greece

One child is 'it' and stands in the centre of a large space, counting loudly. The other players walk around waiting for that child to shout, 'statue'. When they hear this word, the players freeze like statues. Anyone who is moving is out. Then, the child who is 'it' tries to make the others laugh or move. The last player remaining as still as a statue is the winner and becomes the new 'it'. This game can be great for practising your balance if you are standing in an awkward position.

Oonch Neech – from Pakistan

The name of this game means 'up down'. It involves lots of running around. Children have to be 'up' off the ground, such as on a chair, or 'down' where they must be touching the ground. One child is 'it' and has to catch the others. It uses up lots of energy and is great fun.



Kangaroo Skippyroo – from Australia

In this game, one child pretends to be a sleeping kangaroo with its eyes shut. When a player touches the kangaroo's shoulder, the kangaroo has to guess who it is. This game is all about guessing.



Pass the Parcel – from the United Kingdom

A parcel, covered in layers of paper, is passed from child to child to the sound of music. Whenever the music stops, the child holding the parcel removes one layer of paper and then passes the parcel on. The game stops when a lucky child removes the last piece of paper and wins the present inside. This game is often played at parties. Another person (usually an adult) is needed to start and stop the music during the game. This game is mainly about luck.



These questions are about *Games From Around the World*

1 Children around the world...

Tick **one**.

do not like playing games.

☐

only play one game.

☐

play many games.

☐

must have very expensive games.

☐

2 **Find** and **copy two** things that could be hidden in *Pilolo*.

1. _____

2. _____

(page 2)

3 Look at the *Statues* section.

Why is *Statues* a good name for this game?

4 What do the words *Oonch Neech* mean?

5 One player does something different from the other players in all five games.

What are they doing differently in...

(a) *Pilolo*?

(b) *Kangaroo Skippyroo*?

- 6 Draw **four** lines to match these games to what the text says you need to win each one.

Oonch Neech •

Pilolo •

Statues •

Pass the Parcel •

• energy

• speed

• luck

• balance

- 7 Put ticks in the table to show which sentences are **true** and which are **false**.

Sentence	True	False
In <i>Pilolo</i> , players try to find hidden items.		
In <i>Statues</i> , one child shouts, 'freeze'.		
In <i>Oonch Neech</i> , players must stand very still.		
<i>Kangaroo Skippyroo</i> is a game all about luck.		