Spelling	ICT – Coding	Rainforest
Pick any 10 words from my list. These are some of the most often misspelled words in the English language (list attached) At home, our usual routine: • Look cover write and check 3 more times • Write a sentence for **ALL** of your words. • Spelling games (e.g. rainbow write, across and down, spelling flowers etc,) • Ask someone at home to test you on your words.	1. Using Scratch and our coding skills create a maths quiz. This could be designed for a brother/sister or a friend. **(instructions attached)** 2. Hour of Code- 'Activities'. Pick another activity not covered in class. **Predict, Code and Debug**	**Complete your own mini research project on a product from the rainforest.** Use websites, videos and books to help you. You can present your findings in a variety of ways e.g. (powerpoint, poster, leaflet, persuasive essay). Topics could include: rubber, palm oil, chocolate, medicines, logging and the timber trade. Include the benefits this has to society and the potential problems.
Writing **We have been learning all about figurative language:** personification, hyperbole, simile, metaphor, alliteration At home: • Write 5 sentences for **each type** of figurative language (1 type of figurative language per day) (A total of 25 sentences.) • Write an imaginative story about a day in the rainforest using a variety of figurative language techniques. • Double check spelling and it should be written neatly in your best handwriting. • **Extension**: what is an idiom?	# Primary 5 # Home-Learning @StAndrewsTweets @PatersonPrimary # March	**Numeracy** In your jotter, Create a multiplication grid like we use in class. Fill in all your times tables until you reach 10x10 **Extension:** Tables x10 to x20. There is a blank grid **attached below** so you can copy and complete. Ask a family member to test your times tables. **Extension** TopMarks is a brilliant website for education. Play at least 2 Fractions/Decimals/Percentages games from: https://www.topmarks.co.uk/maths-games/7-11-years/
PE It's important to stay active. Tune in at 9am live on **Youtube**, or save it for later in the day if more convenient. **Announcing "P.E with Joe"	Daily LIVE workouts for kids	The Body Coach** https://www.youtube.com/watch?v=K6r99N3kXME	**French** Try out our cool new online French resource: **Duolingo** (logins in home-learning jotters)	**Numeracy** Try out your ICT logins for SumDog and Education City. • Play a variety of games • PlayLive at 10am everyday, hopefully we can all login together! – (**Division** focus)

Mr Paterson's Commonly Misspelled Words – (pick easier ones for week 1 and 2 and we will build up...)

acceptable	conscience	foreign	liaison	occurrence	referred
accidentally	collectible	gauge	library	pastime	reference
accommodate	conscientious	grateful	license	perseverance	relevant
acquire	conscious	guarantee	maintenance	personnel	restaurant
amateur	consensus	harass	manoeuvre	playwright	rhyme
apparent	definitely	height	medieval	possession	rhythm
argument	discipline	hierarchy	memento	precede	schedule
believe	dumbbell	humorous	millennium	principal	separate
calendar	embarrassment	ignorance	miniature	principle	sergeant
category	equipment	immediate	minuscule	privilege	threshold
cemetery	exhilarate	independent	mischievous	pronunciation	twelfth
changeable	exceed	indispensable	misspell	publicly	tyranny
collectible	existence	intelligence	neighbour	questionnaire	until
column	experience	judgment	noticeable	receive	vacuum
committed	fiery	leisure	occasionally	recommend	weather

Multiplication Grid

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

CODING TASK INSTRUCTIONS – same task as in our ICT lesson, but applying it to create a maths quiz. *Change necessary boxes.*

Hi guys! Lesson one is how to make a quiz game. Follow the steps below.
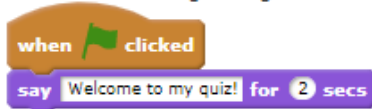
Step One:
Add a "When Flag Clicked" block that can be found in the "Events" tab.
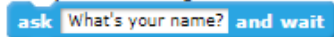

Step Two:
Add some kind of greeting. The "Say" block can be found in the "Looks" tab.


Step Three:
This is where things start to get a little complicated! But don't worry! It's all very easy if you take it one at a time.
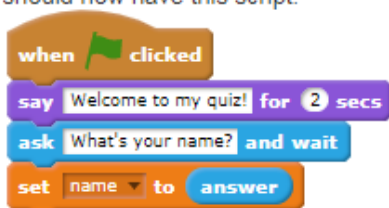First you need to go into the "Sensing" tab and grab this block:

We're going to use this and a name variable to save the person's name. So, next go over to the "Data" tab and click "Make a Variable". Call it "name" and make sure the "for all sprites" button has been clicked. Once you've made it, unclick the tick beside the variable in the "Data" tab. Then get the "set name to _" and add it to your script. By now it should look like this:
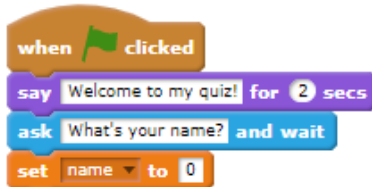
Finally, to save the name we need to replace the 0 with an "answer block which can be found in the "Sensing" tab. You should now have this script:
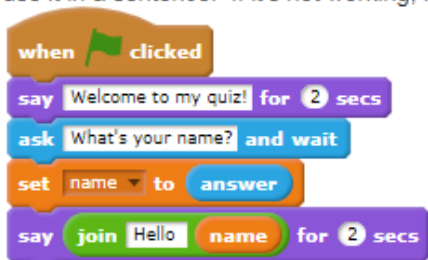
```
when [flag] clicked
say [Welcome to my quiz!] for (2) secs
ask [What's your name?] and wait
set [name ▼] to (answer)
```

Step Four - Using The Name

To use the name, we need to have our sprite say it. So, get another "say" block from the "Looks" tab. Then go to the "Operators" tab and get a "join" block. Put it into the white space beside "say". It should look like this:

```
say (join [hello] [world]) for (2) secs
```
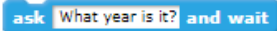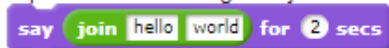
Now, we need to add in our "name" variable in the space where "world" is. Test it out! It should ask for your name and use it in a sentence. If it's not working, make sure your script looks like this:

```
when [flag] clicked
say [Welcome to my quiz!] for (2) secs
ask [What's your name?] and wait
set [name ▼] to (answer)
say (join [Hello] (name)) for (2) secs
```
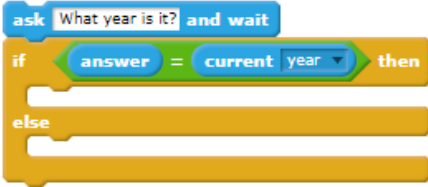
TO BE COMPLETED.

Step 5 - Asking Questions

Now that we know how to save and record a name, let's start asking some questions. To add a question, go back to the "Sensing" tab and get another "ask ___ and wait" block. Our first question is going to be "What year is it?"

`ask` `What year is it?` `and wait`

Now, to see if our answer is correct, we need to get an "if else" block which can be found in the "Control" tab. Then, in the space beside if, add a "_=_" block. Then get an "answer" and a "current _____" block from the "Sensing" tab. Drag them into the spaces beside the equals sign. Select year in the dropdown menu beside "current". You should now have this:

`ask` `What year is it?` `and wait`

`if` `answer` `=` `current` `year ▼` `then`

`else`

Step Six - What happens next?

Now we need to let the player know if they got the answer right. So, in the space below "if" we need to add something to happen if the player gets the answer right. You could say well done, make the background change colour to green or have the sprite jump up and down. It's up to you. We also need to have something happen if the player gets the answer wrong. So, add what you want to happen if the player gets the answer wrong under the "else" section.

`if` `answer` `=` `current` `year ▼` `then`
`say` `Correct!` `for` `2` `secs`
`else`
`say` `Incorrect!` `for` `2` `secs`

Step Seven - Adding more questions!

Great! Now add some more questions! Do the same things you did in Steps Five and Six. Add as many as you like!
Here are some examples to get you thinking:

```
ask [How many days in a leap year?] and wait

if < answer = (366) > then
    say join [Well done] (name) for (2) secs
else
    say join [Sorry,] join (name) [that's incorrect!] for (2) secs
```

```
ask [What colour is Scratch Cat's fur?] and wait

if < answer = (orange) > then
    say [Good job!] for (2) secs
else
    say [That's incorrect!] for (2) secs
```

```
ask [What is my favourite colour?] and wait

if < answer = (purple) > then
    say [Yes] for (2) secs
else
    say [No.] for (2) secs
```

Step Eight - Finishing It Off

Now that you have your questions, it's time to start finishing off your quiz. Add a "say __ for __ secs" block to the end of your script and say goodbye!

`say Goodbye! for 2 secs`

`Good job!`

Review

OK, let's look back on what we did.

We learned how to save and use a name:

`ask What's your name? and wait`

`set name ▼ to answer`

`say join Hi name for 2 secs`

Then we learned how ask different types of questions:

`ask What year is it? and wait`

`ask What's my favourite colour? and wait`

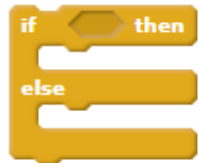`ask How many days in a leap year? and wait`

And give different types of answers:

`say Well done! for 2 secs`

`say join Wow join name you're really good! for 2 secs`

`say Incorrect for 2 secs`

And we used so many different blocks!

`say Hello! for 2 secs`

`ask What's your name? and wait`

`set name to`

`if <> then` `else`

`< = >`

CHALLENGE!
Add a scoring system to your game. When a player gets a question right, add one to the score.

MAKE IT ORIGINAL
Make your game look different. Change the background, add some more sprites, even draw your own sprite!