



MOVING ON UP

English

Introduction

Parents and Carers

This pack has been designed to support your child with preparing to move up to their new year group in September. The activities included have been selected to encourage children to practise and develop a range of English skills in fun and motivating ways.

We suggest that you spread the activities out over the summer holidays, completing a variety of tasks each week. However, you may choose to use them in a different way to suit the needs of your family. Some children (particularly younger ones) may need parts of the pack read to them to help them get started.

Each section of the pack focuses on a different set of skills as illustrated below. A selection of useful resources can be found at the end of the pack.



COMMUNICATE

Speaking & Listening



NAVIGATE

Reading



CREATE

Writing



INVESTIGATE

Spelling

If you would like more activities and ideas to try this summer, visit:
<https://www.cambslearntogether.co.uk/home-learning/summer>

COMMUNICATE



Sports Commentary

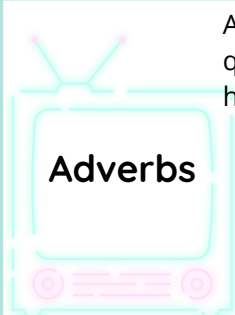
A commentator is a person who comments on a sports match or other event. Commentaries aim to inform and entertain listeners or viewers. Find out when a football or cricket match is going to be shown on the television. Watch the match for 10 minutes or so. Listen to the language that the commentator uses and note down anything that you notice.



Sometimes commentators use verbs to tell you what the players are doing. Examples include: blasts, passes, blocks, dives, shoots. Note down any powerful verbs that you hear.



These are often used to describe the players' performance or the actions they are completing. Examples include: superb, incredible, excellent, skillful, clever. Note down any adjectives that you hear.



Adverbs are sometimes used to describe the players' actions. Examples include: quickly, carefully, badly, slowly, easily, skilfully. Note down any adverbs that you hear.

Now turn down the TV volume and have a go at being a commentator yourself!

COMMUNICATE



On the Radio



Radio adverts often try to persuade listeners to buy a particular product. Turn the radio on and listen out for an advert! Note down any persuasive language that you hear. The questions below might help you:

What is the name of the brand/product that is being advertised?

e.g. Kellogg's Cornflakes,
Pizza Express.

Are any appealing adjectives used to make the product sound really good?

e.g. healthy, exclusive, luxurious.

Is alliteration used (words that begin with the same sound)?

e.g. super smooth skin,
tantalisingly tasty treats.

Are the listeners asked any questions? If so, what are they?

e.g. would you like to
feel healthier?

Are any rhyming words included in the advert?

e.g. the flavour of a Quaver is never
known to waver.

Have you noticed anything else? For example, catchy slogans or jingles, word-play.

e.g. every little helps,
Moonpig.com.

COMMUNICATE



'Agree/Disagree' Activity

This is an activity for two people.

'Agree' and 'disagree' cards can be found at the end of this pack. Cut out the cards, fold them in half so you can't see the text and each person choose a card at random.

Look at the statements below.

The person with the 'agree' card needs to explain why they agree with statement and the person with the 'disagree' card needs to explain why they disagree with the statement. You might be challenged to give an opinion that is different to your own - that is part of the fun!

This is a speaking and listening activity. You do not need to write anything down (although you can write notes to prompt yourself). Remember to speak clearly - try to justify your answers (explain them by giving reasons or examples).

Statements

The summer holidays should be made shorter.

Animals should not be kept in zoos.

Children should be allowed to drive cars.

All plastic food packaging should be banned.

These sentence stems might help you formulate your answers:

I agree...

Some people think that...

However...

On the other hand...

Although...

It could be argued that...

Others believe that...

From a different point of view....

I disagree...

COMMUNICATE



'Don't Mention It!' Game

This is a game for 2 or more players.

Player 1 picks up a card and describes the word in bold without saying any of the words shown underneath it. If there is a third player, they may look at the card to check that none of the 'banned' words have been said. Take it in turns to be the 'describer' and the 'guesser'. Players score a point when they correctly guess a word.

This game can be made more challenging by introducing a time limit, e.g. no more than 20 seconds per card.

Please see the 'resources' section of this pack to find the cards needed to play this game. All you need to do is cut them out!

An example is shown below.

Milk

Don't say:

- White
- Bottle
- Drink
- Cow

**A liquid that you
pour over your
cereal at breakfast
time.**

NAVIGATE



The Great White Shark

Take a deep breath as you get the lowdown on one of the ocean's deadliest predators - the great white shark!

- 1) Great white sharks can be found throughout the world's oceans, mostly in cool waters close to the coast.
- 2) These super swimmers are the largest predatory fish (fish that eat other fish or animals) on our planet. On average, they grow to around 4.6m long, but some great whites have been measured at 6m - that's half the length of a bus!
- 3) Great white sharks are grey with a white underbelly, from where they get their name. They have a streamlined shape and powerful tails that propel them through the water at over 60km per hour!
- 4) Any creature unlucky enough to find itself in the gob of a great white is in for a nasty shock! Because this marine beast's mouth is equipped with a set of 300 sharp, triangular teeth arranged in up to seven rows. Yikes! Let's take a closer look, if you dare ...
- 5) Whilst many think of these beasts as fearsome man-eaters, humans aren't, in fact, on the great white's menu. Phew! There are around 5-10 attacks a year, but researchers believe that, rather than preying on humans to eat them, the sharks are instead taking a "sample bite" out of curiosity, before swimming off.



6) So what do they eat? Well, when they're young, they feed on small prey, such as fish and rays. But when they're older and bigger, they generally feast on sea mammals such as sea lions, seals and small whales.

7) Great white sharks have such a strong sense of smell that they can detect a colony of seals two miles away. And check this out - if there was only one drop of blood in 100 litres of water, a great white would smell it!

8) These cunning creatures like to take their prey by surprise. They usually position themselves underneath their unsuspecting victims before swimming up and...chomp! They often burst out of the water in a leap (called a breach) before falling back in with their meal in their mouths.

9) When a great white gives birth, she usually has two to ten youngsters, called "pup". But she shows no care for her offspring - in fact, she may even try to eat them! Taking care of themselves, the newborn pups will immediately swim off into the ocean.

10) Great white sharks are at the top of the food chain and aren't likely to be killed by other sea creatures. Sadly, however, they are under serious threat by human activity. Illegal hunting of these beautiful beasts, and overfishing, have meant that today great white sharks are a vulnerable species on the International Union for Conservation (IUCN) Red List.

NAVIGATE



Great White Shark - Comprehension Questions

Answer the following questions:

1. Explain what the phrase 'in the gob' means.

2. How might many people describe sharks? Are researchers in agreement with this view? Why/why not?

3. Why do you think that shark 'pups' are born being able to fend for themselves?

4. Explain whether you agree or disagree with the following statement, using evidence from the text: Sharks should be hunted because they are dangerous creatures who attack humans.

Why not have a go at creating your own fact file, poster or information booklet about great white sharks.

NAVIGATE



Song Lyrics Reading Comprehension

Read the song lyrics carefully, then use them to answer the questions shown. You may even be able to sing along to the words, if you're familiar with the song!

We Are the Champions

I've paid my dues
Time after time
I've done my sentence
But committed no crime
And bad mistakes
I've made a few
I've had my share of sand kicked in my face
But I've come through
(And I need to go on and on, and on, and on)
We are the champions, my friends
And we'll keep on fighting 'til the end
We are the champions
We are the champions
No time for losers
'Cause we are the champions of the world
I've taken my bows
And my curtain calls
You brought me fame and fortune and everything
that goes with it
I thank you all
But it's been no bed of roses
No pleasure cruise
I consider it a challenge before the whole human
race
And I ain't gonna lose
(And I need just go on and on, and on, and on)
We are the champions, my friends
And we'll keep on fighting 'til the end
We are the champions
We are the champions
No time for losers
'Cause we are the champions of the world
We are the champions, my friends
And we'll keep on fighting 'til the end
We are the champions
We are the champions
No time for losers
'Cause we are the champions.

1. What does the phrase 'I've paid my dues' mean?

2. Why do you think that the songwriter included the phrase 'No time for losers'?

3. Explain the idea of something not being 'a bed of roses'?

4. How does this song make you feel? Explain your answer.

NAVIGATE



Understanding What You Read

Using any text that you have read recently (you could use the Great White Shark text or song lyrics) have a go at these activities.

Asking Questions

When you read, think of some of the questions you could ask to ensure your understanding. Have a look at these and then think of your own.

- **Who** was this book designed for?
- **What** would you say was the main point being made by the author in this chapter/from this information?
- **Why** did the character say/do that?
Why was the text organised like
- **Where** is the story set? **Where** would you find that information?
- **When** is the book set? **When** would you need to ...?
- **How** did the book make you feel? **How** would you locate that information?

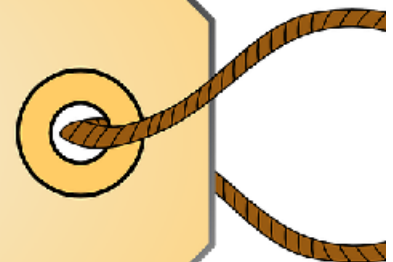
Giving Recommendations

Think about some of the books that you have read and why you would (or would not) recommend them.

Create your 'Top Ten' Book List. Think about reasons why you would recommend them and who you might recommend them for (e.g. This book is ... If you like ... you'll love this ... It's full of suspense because ... I would recommend this book to anyone who)

Exploring Language

- After reading through a text, identify any words and phrases that capture the reader's interest and/or imagination.
- What is interesting about this word/phrase?
- Can you think of any other words (synonyms) that could have been used instead?
- Why might the author have chosen to use this particular word/phrase, at this specific point?
- See if you can use this word/phrase in a conversation or in some writing that you do.



NAVIGATE



Reading Challenges

The most important activity that you can spend time doing over the holidays is reading. Even if you are a skilled and independent reader, it's always good to talk to someone else about what you are reading to make sure that you fully understand. So, this page contains a series of reading challenges that you can carry out over the summer holidays. How many can you complete? Tick them off as you go!

Sharing the Love of Reading

Do share with your teacher or on bit.ly/OURfP-Padlet
#OURfP



Why not make up your own challenges? Invent your own for numbers 6 and 8 and, if you can, look at the Summer Reading Challenge 2020 - it may give you some additional inspiration!

<https://summerreadingchallenge.org.uk/>



CREATE



Short Burst Writing Activities

Use these prompts to inspire your writing.

Try writing a funny poem with 3-line verses. Check that the rhythm is right by reading it aloud. For example:

Please Mrs Benson, where is Ben?
Looking in lost property
Lost his jumper again.

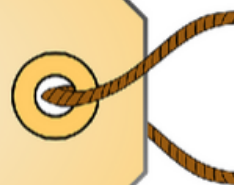
Please Mrs Benson, where is Ned?
Sitting in First Aid
Bump on his head.



Write a story using this starter:

Digging in the garden one day, I struck something really interesting with my spade...

Write a Wikipedia or social media page for your favourite celebrity,



Write the newspaper report to go with this headline:

THE GREAT GERBIL ESCAPE

CREATE

Writing Challenge



Take inspiration from this image and get writing!



Here are some ideas that you might like to try...

Start with the setting: The air was cool and damp in the dark cave.

Start with a character: Finlay hated crowds.

Start with when the story happened: It was the middle of the afternoon and the sun blazed down.

Add some dialogue:

"Why? What happened?" asked Luke, his best friend.

"Well," started Finlay.

After writing, remember to check your work. Does it make sense? Have you remembered basic sentence punctuation?

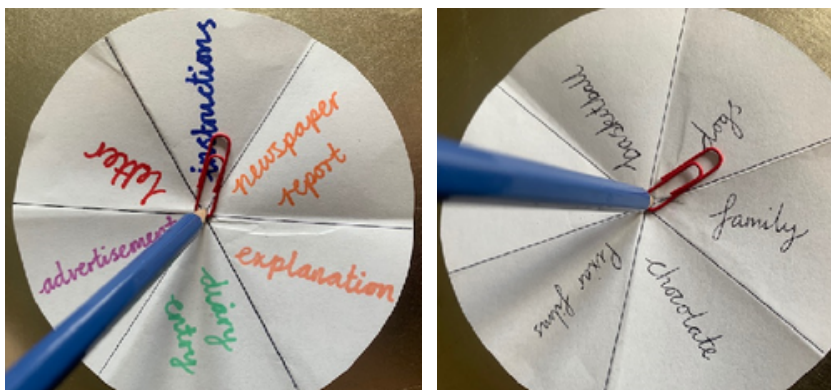


CREATE

Non-fiction Spinner



Make a paper spinner and use it to generate ideas for some non-fiction writing. Follow the instructions below...



You will need two spinners for this game (templates can be found at the end of the pack).

Start with the text-type spinner (a selection of different text-types are included in the template).

Next choose six topics that interest you and write one in each segment of the topic spinner. For example: basketball, dogs, family, chocolate, Pixar films, space.

Place the tip of a pencil in the centre of the text-type spinner. Slide a paper clip over the pencil and carefully spin it to randomly select a text-type. Repeat this process with your topic spinner.

In the photographs shown, the paperclip has landed on 'instructions' and 'dogs'. This person might choose to write some instructions on 'How to Give Your Dog a Bath' or 'How to Set Up an Agility Course for a Border Collie'. They could even choose to write some instructions written by a dog on how to train a human!

Be clear about the purpose and audience of your writing. Adapt the language you use to suit the reader.

Think back to your previous learning. What are the main features of the text-type you have landed on? What sorts of sentences and vocabulary will you include? How will you organise and present your writing?

CREATE

Origami Story Generator



Do you sometimes find it difficult to think of ideas for a new story? These origami fortune tellers are a really fun way to get you started. All you need is a piece of paper, some scissors and a pen or pencil.



Each story-generator contains a random selection of characters, settings and plot ideas that have been chosen by YOU!

Go to the resources section of this pack to find instructions on how to make your origami story generator.

How to play:

1. First, choose the setting for your story and spell out that location name. Make sure you move the fortune teller in and out each time you say a letter. For example, if you choose 'city', you would move it four times, 'c... i... t... y...'.
2. Next, select a character from the four that are displayed. This will be the main character in your story.
3. Then, choose a number from the ones displayed and move the fortune teller in and out as you count that many times.
4. Finally, choose another number from the ones that are shown. Lift up the triangular flap with your chosen number on it to find out what your story plot will be.
5. Use the results to plan and write your own story!

INVESTIGATE



Homophones

Homophones are words that sound the same but are spelled differently,
e.g. to, two and too.

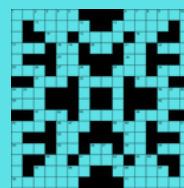
Look at the homophones below and complete some or all of the activities that will help you to remember when to use these confusing spellings correctly.

Homophone pairs and their meanings			
accept	Is when you agree to do or receive something e.g. I accept the invitation to your party,	except	Means <u>not</u> included. You go to school every day except for Saturdays and Sundays.
medal	Medals are usually round and made of gold, silver or bronze. You might win a medal in a competition or because you have done something brave.	meddle	To meddle is to interfere with someone else's belongings or their business without permission.
scene	Another name for a place or a setting.	seen	This is related to the verb – to see . For example, I have never seen a dinosaur!
whether	This word is used in a sentence when there is a choice. For example, he was unsure whether to eat the chocolate or the strawberry ice-cream.	weather	Used to explain the conditions outside. Rain, snow, fog and wind are some of the types of weather you might find.
peace	This word is usually used to describe that everything is calm e.g. peace and quiet. It is sometimes used to describe that fighting has stopped.	piece	Another word for a slice or a portion e.g. would you like a piece of cake?

1. Design some cards to help you remember the meanings of the words. Shuffle them, turn them upside down and find the matching pairs.



seen
From the verb - to see.
I have never **seen** a dinosaur.



2.

Make your own crossword on the squared paper in the back of this book.

You can use the definitions above to help with clues. Once you have made it, see if an adult in your house can solve it.

3. Write a sentence with as many homophone pairs in as you can.

INVESTIGATE

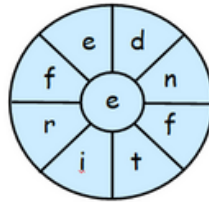


You Choose

Choose some spellings that you would like to learn from the statutory word list at the end of this pack. You might want to ask someone to quiz you first and then decide which spellings to focus on. Working on around six words at a time, learn them by choosing some of the following activities.

p
po
pop
popu
popul
popula
popular

Learn your spellings by writing them out as a pyramid.



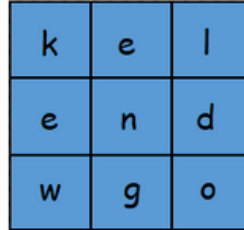
How many words can you make from the letters in the word wheel? Remember that every word must contain the letter in the middle. Can you find the 9 letter word?

disappear
disappear
disappear
disappear

Learn your spellings by writing them in a new colour each time.



Have a go at illustrating your spellings.



There is a statutory spelling hidden in this grid. Can you find it? How many other spellings can you find?



Challenge yourself with time. How many times can you write the same correct spelling in 1 minute? Or how long does it take to correctly write out your current spelling list? Can you beat that time each day?

c
ce
cen
centre
centre
centre
centre
centre
e

Can you create an intersecting image with a tricky spelling? See how much of a page you can fill!

calendar
centre
consider
caught
certain
complete
circle
century

Put these statutory spellings in alphabetical order

Find and illustrate words within words?

weight
8

If you learn 6 new spellings every week, each week of the summer holidays, then you will have learned to spell lots of new words!



INVESTIGATE



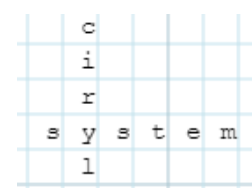
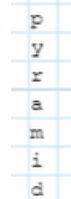
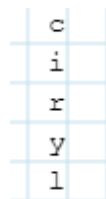
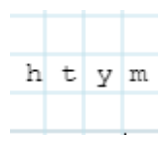
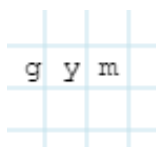
Spelling Rules

Some spellings that you need to know have a 'y' to make the 'i' sound in the middle of the word e.g. gym. These are easily spelled incorrectly unless you know them. Design your own word-search to hide the following spellings that follow this rule:

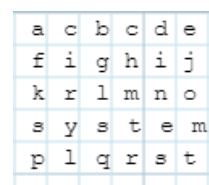
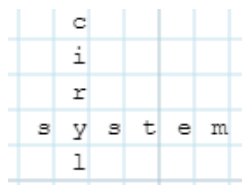
**gym mystery symbol myth crystal lyric
system pyramid Egypt**

Making a word-search

1. On the square paper provided in the back of the booklet, draw a square about 15 squares wide.
2. Start by writing in the spellings that you want to hide. They can be written forwards, backwards, upwards, downwards and sometimes crossed over.



3. Once you have written all the spellings onto the grid, it's time to hide them by writing other letters around them. Use the alphabet sequence to help with this:



4. Now your word-search is ready. Who will you ask to solve it?

MOVING ON UP

RESOURCES



Cards for the 'Agree/Disagree' Activity



I agree...



I disagree...



I agree...



I disagree...



I agree...



I disagree...

Cards for the 'Don't Mention It!' Game

Bicycle

Don't say:

- Wheel
- Handlebars
- Pedal
- Balance

Giant

Don't say:

- Big
- Huge
- Jack
- Beanstalk

Yo-Yo

Don't say:

- Toy
- String
- Up
- Down

Soap

Don't say:

- Clean
- Bar
- Bath
- Slippery

Queen

Don't say:

- Elizabeth
- King
- Woman
- Ruler

Feather

Don't say:

- Bird
- Wing
- Fly
- Light

Candle

Don't say:

- Wick
- Wax
- Flame
- Burn

Kettle

Don't say:

- Boil
- Water
- Fill
- Tea

Vet

Don't say:

- Animal
- Doctor
- Sick
- Farm

Tissue

Don't say:

- Paper
- Nose
- Sneeze
- Wipe

Remote control

Don't say:

- Television
- Buttons
- Channel
- Change

Sock

Don't say:

- Foot
- Shoe
- Smelly
- Bed

Banana

Don't say:

- Yellow
- Fruit
- Monkey
- Skin

Football

Don't say:

- Sport
- Player
- Kick
- Team

Pizza

Don't say:

- Cheese
- Tomato
- Circle
- Italian

School

Don't say:

- Teacher
- Learn
- Work
- Education

Cards for the 'Don't Mention It!' Game

Doughnut

Don't say:

- Ring
- Jam
- Eat
- Hole

Smile

Don't say:

- Teeth
- Mouth
- Lips
- Grin

Book

Don't say:

- Read
- Author
- Paper
- Story

Honey

Don't say:

- Bee
- Honey
- Buzz
- Sweet

Hamster

Don't say:

- Animal
- Cage
- Furry
- Wheel

Ice

Don't say:

- Water
- Melt
- Cold
- Skate

Helicopter

Don't say:

- Hover
- Chopper
- Blade
- Fly

Party

Don't say:

- Birthday
- Celebration
- Presents
- Friends

Nest

Don't say:

- Bird
- Build
- Home
- Tree

Circle

Don't say:

- Shape
- Round
- Ring
- Square

Library

Don't say:

- Books
- Read
- Quiet
- Borrow

Strawberry

Don't say:

- Fruit
- Red
- Juicy
- Seeds

Whale

Don't say:

- Big
- Sea
- Blue
- Killer

Quick

Don't say:

- Fast
- Hurry
- Flash
- Speedy

Lunch

Don't say:

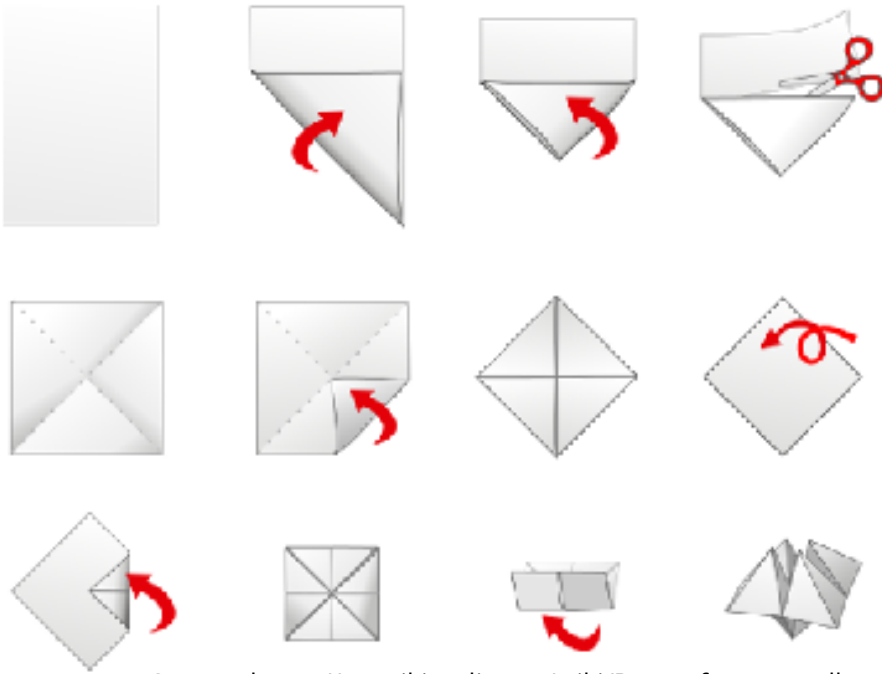
- Meal
- Sandwich
- Midday
- Eat

Mud

Don't say:

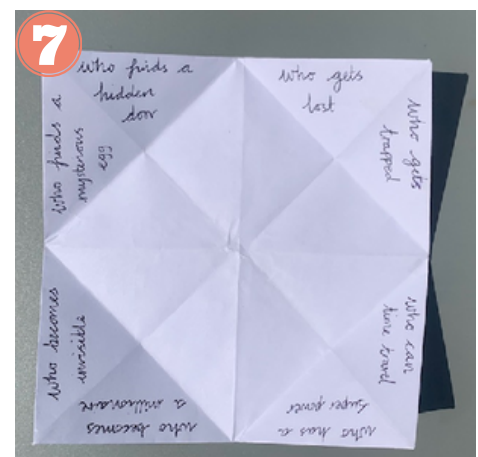
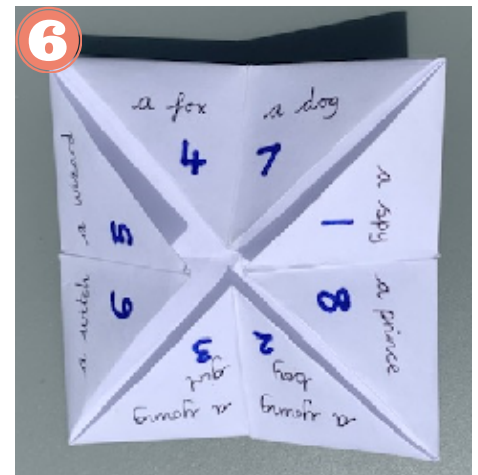
- Dirt
- Wet
- Water
- Rain

Origami Story Generator Instructions

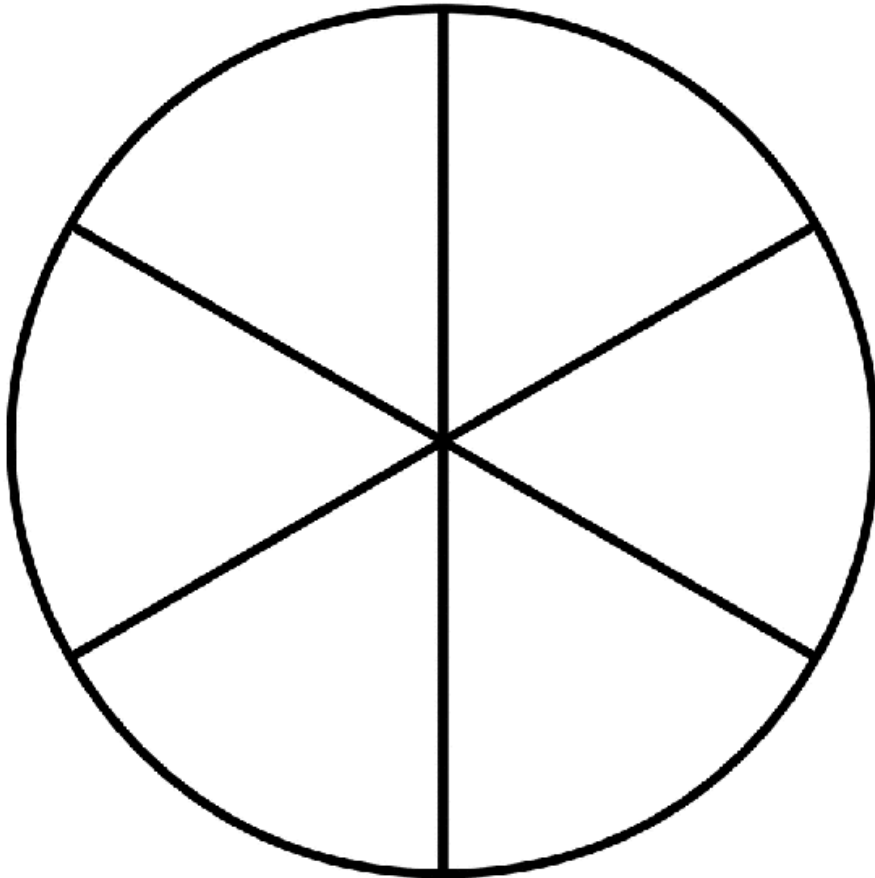


How to make an origami story generator (also known as a 'fortune teller'):

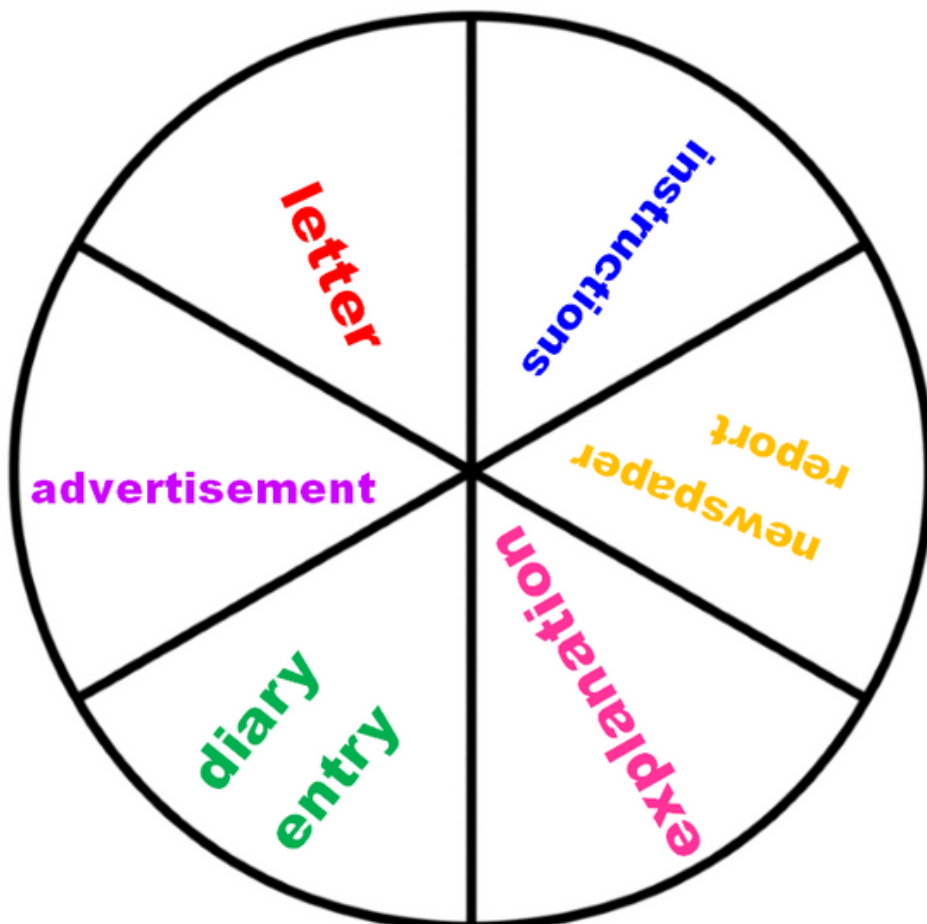
1. Start off with a squared piece of paper and fold it diagonally into four quarters.
2. Fold the four corners of the square into the centre to make a smaller square.
3. Turn the resulting smaller square over and fold the four corners into the centre again.
4. Fold up the four corners so that the points meet in the middle. Work your fingers into the pockets of paper in each of the four corners.
5. Choose four settings to write on the squares that are positioned on the outside of your fortune teller.
6. Then decide on eight characters to write on the triangles that are inside the fortune teller. Randomly write the numerals 1-8 on the triangles.
7. Open up the fortune teller and write down eight different plots. Top tip: use 'who...!'.



Non-fiction Spinner Templates



Choose 6 topics that interest you and write one in each section.

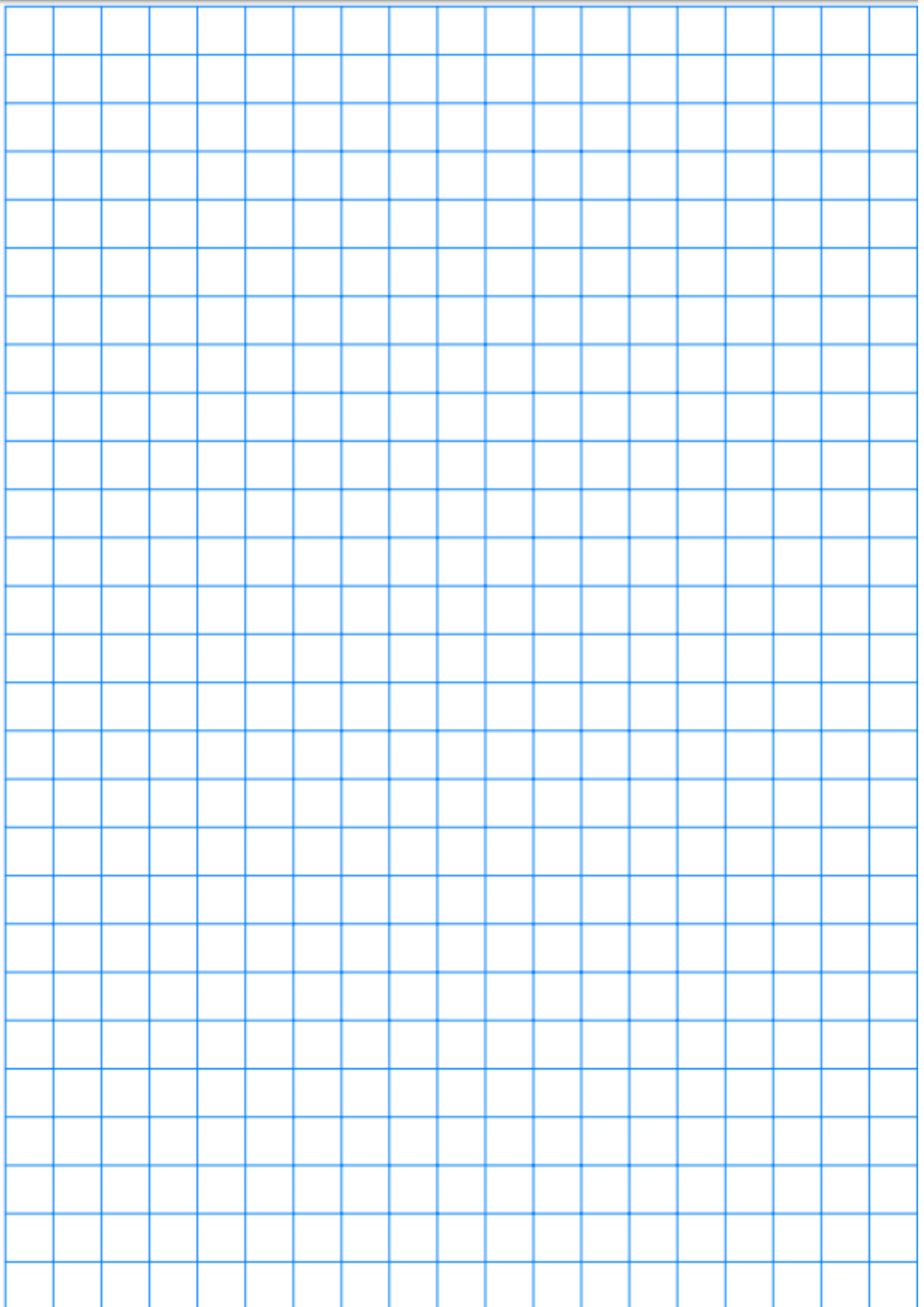


The text-types have already been chosen for you.

Statutory Spellings

List 1	List 2	List 3	List 4	List 5	List 6
accident/accidentally	build	continue	exercise	group	✓
actual / actually	busy / business	decide	experience	guard	
address	calendar	describe	experiment	guide	
answer	caught	different	extreme	heard	
appear	centre	difficult	famous	heart	
arrive	century	disappear	favourite	height	
believe	certain	early	February	history	
bicycle	circle	earth	forward / forwards	imagine	
breath	complete	eight / eighth	fruit	increase	
breathe	consider	enough	grammar	important	
List 6	List 7	List 8	List 9	List 10	✓
interest	natural	popular	question	strength	
island	naughty	position	recent	suppose	
knowledge	notice	possess / possession	regular	surprise	
learn	occasion/occasionally	possible	reign	therefore	
length	often	potatoes	remember	though / although	
library	opposite	pressure	sentence	thought	
material	ordinary	probably	separate	through	
medicine	particular	promise	special	various	
mention	peculiar	purpose	straight	weight	
minute	perhaps	quarter	strange	woman / women	

Do your crossword here



Do your word-search here

