**Magic Moments.**

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| English - Writing | Maths | Reading | Topic |
| FICTION (Story):Watch the ‘Black Hat’ clip. Next, stop at 0.55, and decide for your own story what else could come out of the magic hat. Write your own ending.https://www.literacyshed.com/blackhat.htmlORStory – Own version of the Magic Paintbrush storyORStory – Imagine a household item has magic powers. Write a story involving your item eg. A wooden spoon that turns everything it stirs into magic dust that can turn things invisible when sprinkled over them. | Calculation - DailyTimes tables – card,Dice gameMagic themed Maths:Magic squares:<https://www.topmarks.co.uk/PlayPop.aspx?f=MagicSquares>Magic square worksheetsMagical maths with money Magical maths challenges | The Magic Box PoemMagic Brush StoryJK Rowling Comprehension - Differentiated: 1\* - 3\*( 3\* the most tricky) | Science: Science is Magic – some tricks to tryHistory:Describe a magical moment in History. You could present this on a powerpoint, make a poster, create a video documentary, etcDT: Make a magic machine out of household objects eg cereal packets or lego. What does your magic machine do?Make fairy cakes<https://www.bbcgoodfood.com/recipes/iced-fairy-cakes> |
| GAPS: subject and verb agreement powerpoint with quiz.SPELLING: Using the letters in ‘magical moment’ find as many different words as possible eg. cat, calm. |  |

**DAILY:** Joe Wicks live workout: 9 – 9.30

 30 minutes reading (AR at home?)

 10 – 15 minutes touch typing (free games online)

Extra: Magical Mindfulness Colouring Sheets

All resources needed are attached on this page (open the links) or provided on the website page after this plan.

Instructions for :

Dice game – choose a times table eg. 7s, write all the answers on a piece of A4 paper (big and spread out so they can be crossed or circled). Roll one or 2 dice. If using 2, add to make a total. Use the number rolled to multiply chosen timestable.

Player 1 rolls 4. 4 x 7=28. They cross 28.

Plater 2 rolls 2 and 5 which makes 7. 7 x 7 =49. They circle 49.

The winner is the player who crosses or circles more numbers. If no dice available write numbers 1 to 12 on separate pieces of paper and pick a different piece each time.

Matching cards

Write the answers for chosen timestable on separate pieces of paper. Write question for chosen timestables on separate pieces of paper. (24 parts all together).

Match up question and answer as quick as possible.