

# ENGLISH Year 5

## Spelling

**LO: I can spell words correctly with and 'ear' sound**

Our weekly spellings are about words that have an 'ear' sound as in

sincere, interfere, sphere, adhere, severe, persevere, atmosphere, mere, hemisphere, austere

Learn your spellings and get someone at home to test you.

Tasks to help you learn your spellings:

- 1) Make sure you know the meanings
- 2) Write them out in different colours
- 3) Spelling pyramids
- 4) Write them with your non-dominant hand
- 5) Look, cover, write and check
- 6) Split into their sounds and syllables
- 7) Put them into a sentence. Remember to punctuate your sentences correctly.

## Reading

**LO: I can understand a character in a story** Continue to enjoy reading! You can access bug club each day, earn coins and play games. Over the next few weeks we are going to be reading the start of 'Wonder' by R.J. Palacio.

- 1) Read chapter 2 'Why I didn't go to school'
- 2) Record down the who, what, where, when and why that you know from this page.
- 3) Find words and phrases that show the story is set in the USA.
- 4) Brainstorm each character and write what you know about them using the first two chapters
- 5) Write a summary of why Auggie didn't go to school.
- 6) Find the meaning of the following words and write how the word relates to the story  
- Illustrator - petrified -

## Writing

### Writing

Uninvited guest! Can you finish off the story?

LO: I can create suspense and tension

For as long as \_\_\_\_\_ lived in the house, the door had always been there. No one could explain to him where it led to. The other side of the door was bare and was covered with the same brick wall as the rest of the house. Perhaps it was someone's idea of a practical joke. It was better, his friends told him, to leave the door alone. Still, he liked to stand in his basement from time to time, studying the door, the strange width of the planks and unusual knots. There was no lock, no hinge and nothing to get a grip of apart from a brass handle which wouldn't turn. The top and bottom, even the sides, lay so flush within the arch that there was no hope of jemmying it open.

**Remember - Mystery** Purpose: To intrigue and entertain

Characters often include a Victim, Sleuth, Villain, Red Herring etc.

Settings are familiar places but with an added ingredient that triggers the mystery (a stranger arrives in the town)

Drip-feeding facts to build up a full picture for the reader (flashbacks to fill in information that wasn't provided earlier in the story or telling the story both before and after a key event)

Questions are used to exaggerate the mystery (Why wouldn't the handle turn?)

Vocabulary associated with mystery (puzzling, strange, peculiar, baffling, weird, odd and secretive)

Avoiding naming or defining characters, especially when they first appear in the story (He arrived at the house on the stroke of midnight)

