

Year 6 Homework Grid

Term 3 Week 8

Due Date: Friday 6th September 2019

Homework instructions

- Homework is designed to give a wide variety of learning activities that suit various learning styles.
- Homework is also constructed to help students develop the learning disposition – our Keys to Success – Confidence, Getting Along, Organisation, Persistence and Resilience.
- Each day, students aim homework to complete ONE Compulsory Task and at least ONE Optional Task (no more than 30 minutes).
- Students shade the box after they complete the task or write the name of their task with its related work directly into their homework book. Each piece of work should be dated for future reference.
- Homework is due each Friday.
- Homework is marked in class for feedback so please ensure your child returns their homework book each week.

Dates to remember

Sport, Japanese – Monday.

Music – Wednesday

Library – Thursday

Digital Technology - Wednesday

Sports Uniform – Monday &

Friday.

Ice Blocks – Thursday

Wednesday Warriors - Wednesday

Homework – Due Friday

Foul Fungi Experiment Due Friday 13th September Week 9

See Parent Portal for other days.

Compulsory Tasks					
Reading:	Targeting Maths	Targeting English	Foul Fungi Project:	Riddle:	
20 minutes each	Page	Page	Collate your	When is a door, not	
night.	Found on Blog	Found on Blog	Science Board and	a door?	
			bring to school		
			when done.		

Each week students have a choice to complete at least one of the activities in each section. Students should List the tasks complete in their Homework book and record any of their work in their homework book to indicate that the task was completed.					
Maths Section	Study Ladder Maths Fractions POD	Prodigy & Times Tables App			
Literacy Section	Study Ladder Literacy Games (link available from Year 6 Blog)	Pre-Reading Why do plants and animals need to adapt?	Writing Point of View		
Our World Section	Personal Sport, Dance, Music, Chess Club Practise	Science Study Ladder – Adapt or Die! Pod	RELIGION The WORD; Look Closer; Prayer Space		