

Sneaky Summer Learning

**Commissioned by The PiXL Club Ltd.
May 2021**

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English

Maths

Encourage your child to spend at least 10 minutes a day **reading for pleasure**. Let them choose a book they enjoy and engage in a conversation with them about what they have read.

Use the receipt from your **shopping** to ask questions, e.g. what is the total of the fruit and vegetables? What change would I get from £50? While unpacking the shopping, guess the weight of items then weigh them. What is the difference in weights?

At Home

Hunt for ... give your child timed challenges when reading. For example, how many adverbs/adjectives can you find in 2 minutes?



Use the **Times Table app** to practise times tables daily. Can your child recall their facts instantly? Compete against themselves or others to improve their speed!

Play games to develop their **vocabulary and spelling**. Try games like: Scrabble, Boggle, Pictionary and Taboo. What does the word mean? Can they spell it? Can they use it in a sentence? Use the **PiXL Unlock app** (see Toolbox section) to develop their vocabulary.

Newspaper maths – use league tables or weather charts to ask questions, e.g. what is the difference between the temperature in London and Moscow? What is the mean (average) of the points scored in the Premier League?

English

Maths

Listen to the lyrics of songs on the **radio**. Can they identify the adjectives? Can they give a synonym (a word with a similar meaning) or antonym (opposite meaning) for one of the words?

Look at objects and places they pass while travelling. Pick out a word and play '**Just a Minute**' – explain what the object is without using the word itself and without hesitating or repeating themselves.

Telling a story – give the first line of a story and take it in turns to continue it.
Begin each sentence with a conjunction, e.g. next, after that, some time later, finally ...

On the Move



Number plates – look at the numbers on number plates and create questions, e.g. add the digits together, multiply the numbers together or multiply/divide the number by 10/100.

Sequences – choose a starting number and a rule. Take it in turns to say the next number in the sequence, e.g. start with 19 and add/subtract 8. How far can you take the sequence before an error is made? Try decimals too.

Odd one out – give your child four numbers and ask them which is the odd one out and why, e.g. 12, 19, 18 and 20. 19 is the odd one out because it is the only odd number.

English

Maths

When visiting somewhere, challenge your child to come up with '**Pointless**' **adjectives**. In other words, an adjective that no-one else would think of, e.g. a *monumental tree*, a *formidable* skateboarding slope.

Practise standard English by using the '**posh voice**'. Pretend you are a visitors' guide and explain the key highlights of the place using correct standard English.

Select an object at the place and take it in turns to see how many **antonyms** or **synonyms** you can think of for the word, e.g. an antonym of steep is *gentle*; a synonym could be *sheer*.

Out and About



How long? Select a starting and finishing point in the place. Estimate how many seconds/minutes it would take to walk the distance, then time it. What is the difference between the two times? Who was the closest?

I-spy – play the game by describing the properties of a shape which can be seen, e.g. I-spy a shape with 3 sides (triangle).

How much? Use entrance fees or a menu to create questions. How much would it cost for 2 adults and 2 children? What would be the change from £50?

Watch a **wildlife programme**. Discuss how the animals have adapted to cope with the conditions they are living in. Log onto the RSPB. Use the bird song identifier to find out which birds are visiting your garden.



Make a wormery.

Cut off the top of a bottle. Fill the bottle with layers of sand and soil. Put a layer of dead leaves on top. Add approx. 30ml of water. Put two/three earthworms in the top and tape a piece of paper around the bottle. Keep the soil damp.

Start a small **garden**. Plant some seeds and watch them germinate. Plant some vegetables – tomatoes and lettuce are good – nurture them, watch them grow and, lastly, eat them! 😊

Science



Bake a cake and watch how the mixture changes in the oven. Try baking the cake again but remove one ingredient, e.g. flour. What do you think will happen? Try a different ingredient.

Log onto the **World Wildlife website**. Learn about endangered animals and find out 21 ways to help the planet for 2021. Join their live sessions or you could even adopt an animal.



Go on a **nature walk**. Collect one leaf from the trees you walk past. Make a bar graph of the leaves collected. Try to identify the trees you have leaves for. Go on a scavenger hunt and see how many colours you can find in your garden.

Encourage your child to take plenty of **exercise**. Why not go out for a walk together after your evening meal? What about a bike ride at the weekend?

Breakfast is the most important meal of the day. Why not create some **healthy breakfast menus** together?

Device-free time – why not challenge your child to spend an hour each evening away from screens and electronic devices? What about a board game instead or going outside to play?

Wellbeing



Encourage your child to look after their mental health.

Try to plan some **mindfulness moments**, e.g. cloud gazing or a mindfulness walk.

Plan time to check in and talk about their feelings.

Try to make sure your child has a **regular routine** for going to bed and getting up.

Try to encourage your child to be resilient and keep on going.

Learn a new skill, e.g. juggling, over the summer.