# Welcome to Week 6 of your HBN home learning packs!

Normally in late May the island would be gearing up for two weeks of the TT Festival. So, in the absence of the real thing, that is our learning theme this week! Stay safe, and enjoy the break, *The Year 5 team* x

#### Riddle of the Week:

Last week: What is so fragile that saying its name breaks it? answer... silence! This week: Where does success come before work? Answer and a new riddle after half term!

#### This week's bonus challenge:

Your bonus challenge this week is to have a go at Mrs McCubbin's Monopoly Fitness Challenge! Find out how on your P.E. sheet!

#### Shout Outs:

All from the 'Wacky Sports' week, **Caitlin** and **Amber** tackled the PE challenge to make great

obstacle courses, and we found out that **Amy S** has some history in Tin Bath rowing. This pic is from three years ago. Skills!













### Science: easing the effort!







How do motorbikes climb mountains? They use **gears** to adjust the strain on the engine.



ear 5

In a similar way that motorbikes use gears to make something easier, we can try using...**levers!** 

We can use **levers** to make it easier to lift and move things. In the picture, the heavy bag is the **load** and the stick is the **lever**. The wall the stick is resting on is acting as a **`fulcrum'**.

In the first picture, the wall (fulcrum) is far away from the bag (load), and the bag cannot be lifted.

In the second picture, the wall (fulcrum) is close to the load, and suddenly the heavy bag is **easy to lift!** 

A wheelbarrow uses exactly the same science. You can move things in wheelbarrows that you would never be able to move on your own!

With adult help, try one yourself. Find something to use as a load, fulcrum and lever. Notice if it gets harder or easier as you change the position of your lever on your fulcrum!

fulcrum

Load



## <u> TT RACES - ART</u>

Most TT racers describe the thrill of racing the world famous TT course. It is not for the faint hearted and provides a huge adrenalin rush for the riders. Many children experience a similar thrill in TT week with the infamous TT Funfair!!

This week I would like you to design your own fairground ride. This week is a chilli challenge week in art!

### Mild: - Design your own fairground ride?

Spicy:- Attempt to build your ride, using straws, cardboard, K'nex,lego or anything available, you may even design it on a computer.

Extra Spicy:- Design the very first Isle of Man theme park including a detailed area man.

HAVE FUN creating and we look forward to seeing your designs.



Will it be thrill seeking or for all ages?

How does it move? Is it on tracks, or does it swing?

Will there be themed zones .e.g space, magic kingdom etc?



Scallect £200 off another racer	saodunq Zi Z		sduuni Jaqs Şi	δυյddyys ອຊກບເໝ έ		Pass directiv	EN CRAVET	Finish!		Rules			
5 Situps						01	City same	soft tidos		The youngest player goes first and the oldest player goes last.			
10 step ups	Mrs McCubbin's					06	ti Toetu	वीय		You must perform the exercise stated on the space you land on, this must be done before the next player takes their go.			
20 second plank						Give a 30 second	plank fo	another player.		If you land on a go to jail space, you must go directly to jail and do not pass GO.			
No. of the second se	Fi	TT Fitness				ł	minute	skipping	0	To be released from jail you must complete a 1 minute wall sit.			
10 Squats	Monopoly					7	Musn ups			If you are required to give another player money and you cannot afford to do that then that player may choose a forfeit from the board to give to you.			
30 second walf str		FE	L			15	SIC UDS			Every time you pass GO you collect £200.			
10 leg raises		The winner is the playe of the game.						The winner is the player with the most money at the er of the game.					
Concurs 5 x squats 8 x harges 10 x bagees		6				01	Burpoor						
Just	5 10 burpees jumps	Pit Stap	8 squats	10 second plank	as t	ollect £200 s you pass he Start/ Inish Line	Ì						

Don't worry if you haven't got access to a printer. Just roll a dice and work your way around the board, which ever square you land on complete the exercise, until you do one full lap, if you want a challenge try two laps.



