Pine Class Home Learning Summer 2 2026

Date Set: Friday 5th June 2026

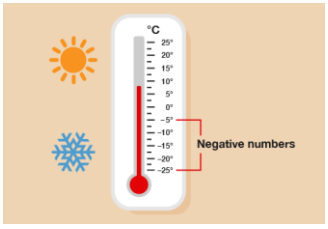
Weekly home learning (set Friday, due before following Friday**):**

- Spag.com activity
- EdShed activity
- Maths.co.uk activity
- 30 minutes times tables practice (on Times Tables Rockstars website)

Creative Half termly home learning:

Choose at least 2 of the tasks below to complete before the end of this half term. Pupils can complete more if they wish to do so.

Creative Home Learning for Summer 2



Maths

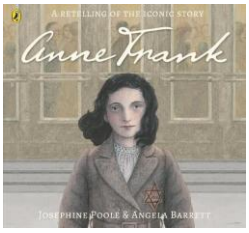
Negative Numbers – Research the temperatures of different places around the world and create a poster showing 3 places with positive temperatures and 3 places with temperatures. Or you could rank them from coldest to warmest.

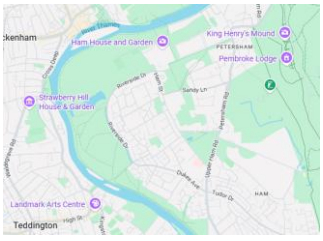
OR

Find or draw 5 real-life uses of negative numbers and write a short explanation for each of where and why it is being used. For example in an elevator.

English

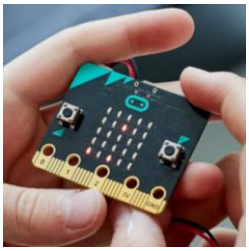
Anne Frank – Write a diary entry as if you are Anne Frank. You could write about what a normal day in the secret annex might be like, how she is feeling (bored, hopeful, worried), and what she might do to pass the time.





Geography – Create a detailed map of your local area (Richmond or where you live nearby).You should include both natural features and human (man-made) features that you can find in the area. Make sure you give your map a title and label any important parts.

Computing – Program a virtual Micro:bit at https://makecode.microbit.org/ by following one of the tutorials to create a name tag, smiley button or rock, paper scissor game!



Please see following page for this term's Key Instant Recall Maths Facts. Ideally, these key facts are practiced and reinforced at home to help ensure they are secure by the end of the term.

Key Instant Recall Facts

Year 5 – Summer 2

I can find factor pairs of a number.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.

Children should now know all multiplication and division facts up to 12 × 12. When given a number in one of these times tables, they should be able to state a factor pair which multiply to make this number. Below are some examples:

24 = 4 × 6	42 = 6 × 7
24 = 8 × 3	25 = 5 × 5
56 = 7 × 8	84 = 7 × 12
54 = 9 × 6	15 = 5 × 3

Key Vocabulary

Can you find a **factor** of 28?

Find two numbers whose **product** is 20.

I know that 6 is a factor of 72 because 6 multiplied by 12 equals 72.

Top Tips

The secret to success is practising **little** and **often**. Use time wisely. Can you practise these KIRFs while walking to school or during a car journey? You don't need to practise them all at once: perhaps you could have a fact of the day. If you would like more ideas, please speak to your child's teacher.

Play games - There is an activity at www.conkermaths.org to practise finding factor pairs

Think of the question – One player thinks of a times table question (e.g. 4 × 12) and states the answer. The other player has to guess the original question.

Use memory tricks – For those hard-to-remember facts, www.multiplication.com has some strange picture stories to help children remember.