RocketLearn

Christmas Camp 2021

Student Booklet

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Christmas Camp

Welcome to the RocketLearn Christmas Camp!

Seasons greetings and welcome to the RocketLearn Online Christmas Camp!

Over the next four days, you will be practising your English and maths, undertaking afternoon enrichment, performing PE challenges, thinking about your wellbeing, watching recorded lesson broadcasts and entering a 500 word story competition! There will be certificates, prizes... and a few terrible Christmas jokes thrown in for good measure :)

You should have a timetable of the broadcasts; if not, ask a grown-up to print one out for you. It's saved on the RocketLearn Christmas Camp website page where you can find this booklet. You can find the broadcasts by typing in the weblink at the beginning of each daily activity in this book, or, by scanning the QR code on your mobile device. You are able to watch the broadcasts at any time during the holidays.

The broadcasts will teach you exactly how to complete the activities for that day in this booklet. If the Gold activities are too hard, you can try the SILVER or BRONZE activities and broadcasts. Ask your grown up for the other booklets.

You should complete the questions in order when you have watched each broadcast. The tasks should take no more than 20/30 minutes per subject. If it's taking you longer, you are allowed to stop! If you'd like to take extra time - such as developing your 500 word story, or completing some of the 'afternoon enrichment' (we talk about these in the afternoon broadcasts) - then you can, of course, do this.

If you need any help from a grown-up, do ask them as they have been given an adults answer booklet, which explains how they can help you with some of the trickier tasks. They may also let you have this answer booklet each day so that you can mark your own work!

We hope that you are able to enter the 500 word competition - we'd really love to be able to read your work and see how creative and imaginative you are. The instructions for this are at the end of the English activities: we are giving away Amazon vouchers for the best stories in each age group!

We ho-ho-hope that you have lots of fun and a lovely build up to Christmas! :)

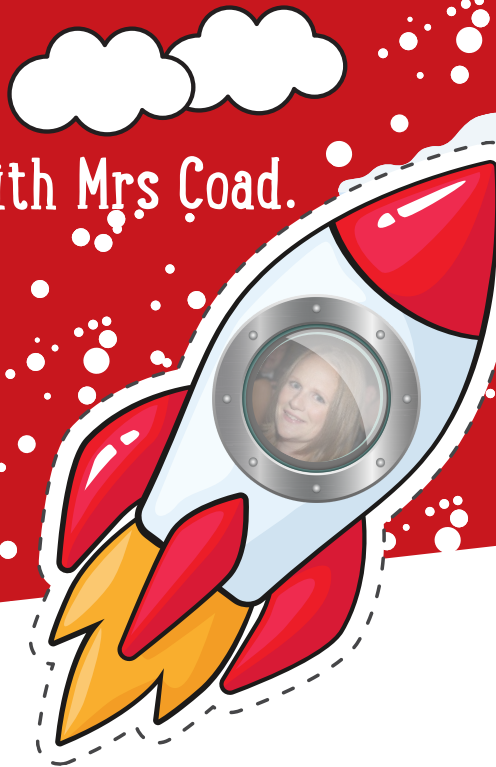# Afternoon Enrichment. Daily at 2pm with Mrs Coad.

Broadcast QR Code and weblink:

SCAN ME

Watch the broadcasts by visiting:

www.rocketlearn.co.uk/skills

Each afternoon at 2pm we will have our academic enrichment sessions. These are aimed to get you thinking outside of the box and trying something new!

Day 1: Why learning new skills is good for you
We will look at how learning new skills is good for you, whether it's a musical instrument, a new sport, knitting or something else - we will look at how the skills of learning help you in your daily life.

Day 2: Learning how to juggle
Today we will be looking at how to juggle. We have very kindly been given a fun video from One Day Creative and many of you might recognise the presenters from other videos! If you have got some scarves or dishcloths to hand, that would be great!

Day 3: Learning the art of origami
Origami (折り紙, Japanese pronunciation: [origami] or [ori⁺gami], from ori meaning "folding", and kami meaning "paper") can be great fun. We will look at how to make some clever creations and all you will need is a piece of paper, an imagination and some stamina as it doesn't always go according to plan first time!

Day 4: Learning how to perform rubber band magic
Yes you've guessed it - you will need a rubber band today - if you don't fancy that we will also look at beat boxing - so if you don't have a rubber band don't worry!

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Wellbeing with Esther Jones

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Managing your thinking can have a real positive impact on your life. Your brain needs training just like your body to help you achieve your best. These sessions will really get you thinking- great for all the family.

Ten Sessions -please do them in order.

Day One: How do I see the world?
We will introduce the idea that we all see things differently, even though we are looking at the same things.

Day Two: Beliefs v Facts
This session will show how different facts can help support different beliefs and how a belief is different to a fact.

Day Three: Understanding your power
Today we will look at power and explain the difference between an external and internal sense of power.

Day Four: Managing your Imagination
We explore how your imagination can influence fears, emotions and actions, and we have SO much control over our imagination.

Day Five: Thinking to help you
We recap on the week's activities and encourage you to start practising the concepts we have covered in order to help them have a stronger, positive outlook on life.

Day Six: What do you think about you?
We develop our understanding of self-esteem and introduce the idea that self-esteem needs to be charged, just like a phone or an iPad.

Day Seven: How do I stop worrying what other people think?
We will be encouraging you to see that most people are too busy worrying about themselves to be judging others.

Day Eight: Changing dramatic language
This session will focus on the language we use and how it has a lot of power to change how we see and experience the world.

Day Nine Don't be so hard on yourself
We explore how holding ourselves to very high standards can be really hard and how important it is to give ourselves a break.

Day Ten: Thinking to help you
This final session will recap the sessions and encourage you to start building these new really healthy habits to help you really enjoy life!

PE Challenges with Stuart Owen

Broadcast QR Code and weblink

SCAN ME

www.rocketlearn.co.uk/pechallenges

Brought to you by PEchallenges.com, these short daily videos will test your skills in a range of sports - from cricket to football to bottle flipping to juggling! Challenge yourself to see how hard you can make the tasks or beat your high score.

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PE
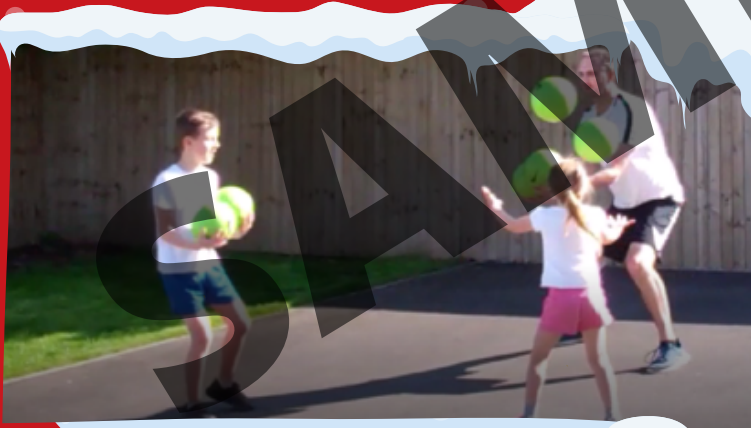
Mathematics – Day 1. Converting Metric Units.

Target: To convert between standard units of length, mass, capacity and between miles and kilometres

Extra information

1 mile = 1.6 kilometres
100 miles = 160 kilometres

1 kilometre = 0.6 miles
100 kilometres = 60 miles

Capacity

x 1000

ml   l

÷ 1000

Weight

x 1000

g   kg

÷ 1000

Length

x 10

mm   cm

÷ 10

x 100

cm   m

÷ 100

x 1000

m   km

÷ 1000
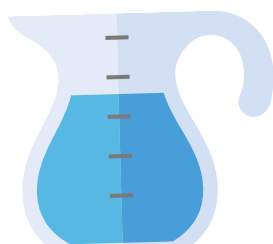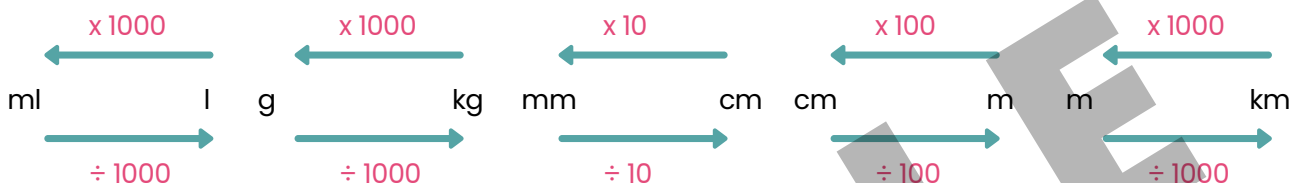
Getting started... fill in the gaps

Example: 26.83 km = 26 km 830 m = 26830 m

(1) 6.35 m = ___ m ___ cm = _____ cm

(2) 19.24 km = ___ km ___ m = _____ m

(3) 7.5 l = ___ litres ___ ml = _____ ml

(4) 0.765 kg = ___ g

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In the zone...

Change to km

(5) 22.9 miles = _____ (6) 9.3 miles = _____ (7) 157.2 miles = _____

Change to miles

(8) 5.4 km = _____ miles (9) 180 km = _____ miles

(10) 78 km = _____ miles

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Genius level.. Complete by putting >, < or = in each space

(11) 900 m ___ 900,000 mm ___ 0.009 km

(12) 0.06 kg ___ 60 g ___ 0.006 kg

(13) 8000 ml ___ 0.8 l ___ 800 ml

Well done! You have completed all the maths for Day 1! Make sure that you:
- Mark your work. A kind grown-up may do this for you! The answers are in the grown-up's booklet. Also, have a go at today's Kahoot! quiz.
- Complete today's English activities.
- Take a look at the 'Afternoon Antics' - there's some great fun to be had here!

Creative Writing – Day 1. Decide your genre, title & main character name & personality traits.

Broadcast QR Code and weblink:

www.rocketlearn.co.uk/xmasenglish

Over the next four days, you are going to be writing a Christmas-themed story in 500 words or less! Something inventive, interesting and original :)

Today, you are going to decide on your story Genre, choose a title, name and describe your main character!

Story Genres

A 'genre' is a type of story. Each genre has it's own special words, settings, key features and characters. Here are some common story types:

Science Fiction

Science fiction stories make imaginative use of scientific knowledge.

Key features:
Science fiction is often set in the future. Science and discoveries are used to imagine things that may or may not be possible.

Key Words:
Galaxy, laser, black hole, pod, meteor, zoom, UFO, rocket-powered sleigh!

Common Characters:
Aliens, robots, talking computers, children with special powers

Common Settings:
Distant galaxies, strange moons, weird planets, space-ships

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Horror / Ghost Stories

These are stories written to scare people (but not too much!)

Key features:
They are full of suspense and surprises, they often use short sentences, things go well... but then horribly wrong, characters have to react to terrifying situations.

Key words:
Spooky, cackle, horrifying, adrenaline, shocked, creepy, terrifying

Common Characters:
Skeletons, Ghost reindeer, Vampire elves, Were-Santa, Witches & Wizards

Common Settings:
Old houses, misty forests, swamps, deserted villages, castles, forgotten Christmas grottos...

Detective / Mystery

These are stories in which a crime has been committed or something has happened that cannot be explained.

Key features:
The main character solves the mystery. Clues will be introduced so that the reader can try to work out what happened or who did it. More than one character may have committed the crime to keep the reader guessing!

Key words:
Robbery, kidnap, clues, blood, trail, magnifying glass

Common Characters:
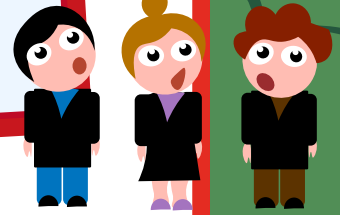Private investigator, spy, victim, criminal elf mastermind, police detective

Common Settings:
Police station, bank, toy shop, train station, supermarket

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Activity 1: Choose your genre

Circle the genre that you are going to write your 500 word story in...

Science Fiction	Adventure
Horror / Ghost	Traditional / Fairy Tale
Detective / Mystery	Fantasy

Activity 2: Choose the title of your story

Choosing a story title can sometimes be quite difficult, but there are cool ways to make it easier. One of the simplest ways is to use an adjective followed by a noun; for example:

The

Adjective	Noun
Flying	Reindeer
Missing	Sleigh
Poisoned	Santa
Incredible	Elf
Endangered	Presents
Windy	Children
Imaginary	Christmas
Angry	Carol Singers

Further Story Title Ideas

The Robot Santa
Elf Astronauts
Zero-G Santa
The Haunted Christmas
The Ghost Carol Singers
Reindeer Rescue

Santa Kidnap!
An unforgettable Christmas
Once upon an Elf
The Magical Holiday
The Christmas Dragon
The Grumpy Children

My title: _____

Activity 3: Choose your character personality

Every story needs its star, and every star has his or her own personality! To develop the personality of your character, circle some of the adjectives below:

Ambitious	Discreet	Happy	Logical	Rude
Annoying	Dumb	Helpful	Loud	Sarcastic
Boring	Easy-going	Honest	Loyal	Sensible
Brave	Efficient	Humble	Modest	Silly
Cautious	Eccentric	Imaginative	Nervous	Stubborn
Careless	Excitable	Impolite	Optimistic	Timid
Clever	Fair	Insane	Outspoken	Tactful
Crafty	Fearless	Insecure	Polite	Thoughtful
Cruel	Funny	Interesting	Quiet	Tolerant
Cunning	Generous	Likable	Reckless	Trustworthy
Decisive	Grumpy	Lazy	Relaxed	Unreliable

Activity 4: Choose your character's name

The best characters always have an unforgettable name. Names often give us information about the type of story and whether a character is good or bad. For example would Betty Goodhappy be a good or bad character? What type of character would Alfred Blackheart be? Why?

My character's name is....

_____

Today's English is now complete!