



# WELCOME TO SIXTH CLASS REMOTE LEARNING

MRS REGAN- MRS LAWLOR- MS O'BRIEN

ENJOY!

## DAILY MORNING WORK

- Master Your Maths
- My Spelling Workbook
- Fuaimeanna agus Focail

### **Friday**

- Master Your Maths Test
- Spellings/Litriú Test: Have someone call out the spellings
- Ensure you do your corrections before moving on to see where you can improve!

# Newspaper

- As an ongoing project, design your own newspaper. Work you complete can be added to the newspaper as desired. You can include whatever you like. It does not have to be based on school tasks alone. you can have sections on gardening, politics, sport, music, drama, television, a game, a review, animals, crosswords, word searches, travel, short story...there is no right or wrong!
- Each addition must have a headline, author and a picture- drawn, printed or cut out. Have a look at <https://www.twinkl.ie/resources/ks2-writing/ks2-non-fiction/ks2-newspapers> for ideas. Remember it is your paper.
- You may decide to have it online, on PowerPoint or on sheets of paper (any size).
- <https://padlet.com/muinteoirmcCarthy/3n2gotzdfgvc?fbclid=IwAR2ps3cW2Tq0h9vs8rLaWPYMWU0jcZVmNxkW4QcnLbSTSFZMw-sFcLf-IG0> has a wealth of ideas that you can check out.

GAEILGE

## AR SCOIL

Design a timetable (clár ama) for secondary school. Each class lasts 40 nóimead agus tá 15 nóimead i gcór sos beag agus 45 nóimead for lunch.

- Tarraing pictiúr chun dul le gach ábhar.
- Use the next slide for subjects or find out some of your own!

EXAMPLE:

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:50-9:05	Mental Maths/Tables	Mental Maths/Tables	Mental Maths/Tables	Mental Maths/Tables	Mental Maths/Tables
9:05-9:35	Gaeilge	Gaeilge	Gaeilge	Gaeilge	Gaeilge
9:35-9:40	Rolla	Rolla	Rolla	Rolla	Rolla
9:40-10:20	Maths Groups	Maths Groups	Maths Groups	Maths Groups	Maths Groups
10:20-11:00	English (First Steps)	English	RE	Music	Gaeilge/Drámaíocht
11:00	Sos	Sos	Sos	Sos	Sos
11:20-12:05	Literacy Groups	Literacy Groups	Literacy Groups	Literacy Groups	Visual Arts
12:05-12:25	RE	RE	Music	RE	
12:25-12:40	Religion & Lón sa rang	Religion & Lón sa rang	Religion & Lón sa rang	Religion & Lón sa rang	Religion & Lón sa rang
12:40	Lón	Lón	Lón	Lón	Lón
1:00-1:45	SESE	SESE	SESE	PE - Halla	SESE
1:45-2:30	SPHE	English	Drama	Gaeilge	Golden Time

# HELPFUL HINTS FOR ÁBHAIR SCOILE



Béarla	F
Gaeilge	B
Gearmáinis	B
Fraincis	B
Spainis	B
<b>Stair</b>	<b>B</b>
Ceol	F
Creideamh / Reiligiúin	F/B
Mata	F

Ceimic	B
Fisic	B
Bitheolaíocht	B
Tíreolaíocht	B
Tíos / Eacnamaíocht Bhaile	F
Eagrú Gnó	F
Cuntasaíocht	B
Eacnamaíocht	B

KEEP LISTENING!!!

- Log onto <https://www.duolingo.com/enroll/ga/en/Learn-Irish> to keep your Gaeilge sharp.
- Spend 10 minutes watching TG4

## GAELIGE GRAMMAR REVISION

- Twinkl.ie - 6th class 'Gaeilge Grammar' has helpful worksheets <https://www.twinkl.ie/resources/reading-comprehension-worksheets-roi-resources-5th-6th-class/reading-comprehension-worksheets-roi-resources-5th-6th-class-gaeilge/reading-comprehension-worksheets-roi-resources-5th-6th-class-gaeilge-grammar>
- Interactive online games can be found on <https://seideansi.ie/an-aimsir-laithreach.php> - select 'An Mhumhain' as the canúint
- Remember to keep your learning active by taking a new verb a week in the Briathra Neamhrialta <https://www.twinkl.ie/search?term=briathra+neamhrialta>

# Maths

## Chance

- **Figure It Out: Chapter 29 Chance**
  - Ensure you complete the tasks (tossing a coins, rolling the dice and spinners)
  - Make up your own task and test out on someone at home.
- **Complete the next pages of experiments based on chance.**



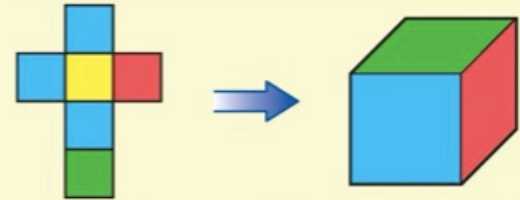
# Maths

## Chance

Here is a good experiment with which to explore probability with a partner.

### Step 1: Make a die.

- (i) Cut out a cube net.
- (ii) Colour:
  - 3 sides blue
  - 1 side red
  - 1 side yellow
  - 1 side green



### Step 2:

- (i) Throw the die 12 times.
- (ii) Use a tally to record which colour is facing up after each throw.
- (iii) Express each final result as a fraction of the number of throws.
- (iv) Repeat the experiment 2 more times. Record the results on these separate result charts.

Experiment 1	Blue	Red	Yellow	Green
Tally				
Fraction				

Experiment 2	Blue	Red	Yellow	Green
Tally				
Fraction				

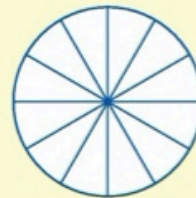
Experiment 3	Blue	Red	Yellow	Green
Tally				
Fraction				



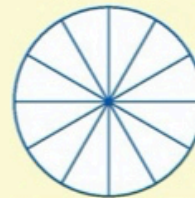
To make it interesting, use coloured unifix cubes to predict the outcome before conducting each experiment.

### Step 3: Record your results on these pie charts which are already divided into twelfths.

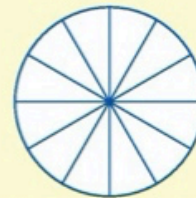
Experiment 1



Experiment 2



Experiment 3



Think and discuss.

- Did all three experiments give the same results?
- Were your predictions close or accurate?
- Can we rely on chance always going in our favour?



## Chance – Using fractions, decimals and percentages

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

1. These digit cards (1–20) are placed in a box. You are asked to pick a card while blindfolded. Complete the grid.



What are the chances of picking:	Chance	Fraction	Decimal	Percentage
The digit card 6?	<input type="text" value="1"/> in <input type="text" value="20"/>	$\frac{1}{20}$	0.05	5%
The digit card 15?	<input type="text"/> in <input type="text"/>			
An even number?	<input type="text"/> in <input type="text"/>			
An odd number?	<input type="text"/> in <input type="text"/>			
A digit that is a multiple of 5?	<input type="text"/> in <input type="text"/>			
A digit that is a multiple of 6?	<input type="text"/> in <input type="text"/>			
A digit that is a multiple of 7?	<input type="text"/> in <input type="text"/>			
A digit that is a multiple of 2?	<input type="text"/> in <input type="text"/>			
A digit that is a multiple of 9?	<input type="text"/> in <input type="text"/>			
Digit cards 7, 9, or 13?	<input type="text"/> in <input type="text"/>			
Digit cards 6, 10, 14, or 17?	<input type="text"/> in <input type="text"/>			
Digit cards 19 or a multiple of 4?	<input type="text"/> in <input type="text"/>			



2. These coloured marbles are placed into a bag. You are asked to pick a marble while blindfolded. Complete the grid.

What are the chances of picking:	Chance	Fraction	Decimal	Percentage
A green marble?	<input type="text" value="5"/> in <input type="text" value="25"/>	$\frac{1}{5}$	0.2	20%
A red marble?	<input type="text"/> in <input type="text"/>			
A black marble?	<input type="text"/> in <input type="text"/>			
A blue marble?	<input type="text"/> in <input type="text"/>			
A yellow marble?	<input type="text"/> in <input type="text"/>			
A pink marble?	<input type="text"/> in <input type="text"/>			
A blue or red marble?	<input type="text"/> in <input type="text"/>			
A pink or green marble?	<input type="text"/> in <input type="text"/>			
A yellow or black marble?	<input type="text"/> in <input type="text"/>			

## Chapter 33: Chance

1. Remember each toss of a coin is a separate independent event. A coin cannot 'know' the outcome of the previous toss.



- (a) What are the chances of throwing a 'tail' on a toss of a coin? \_\_\_\_\_  
 (b) What are the chances of throwing a 'tail' on the next toss? \_\_\_\_\_  
 (c) What are the chances of getting a '5' on the throw of a regular die? \_\_\_\_\_  
 (d) What are the chances of getting a '5' on the next throw? \_\_\_\_\_



2. A football club has a weekly draw and uses a machine that selects coloured number balls at random. The ball machine has 3 blue, 2 green, 7 red and 6 orange balls.

- (a) What is the possibility of a red ball being chosen? \_\_\_\_\_  
 (b) What is the possibility of a blue ball coming out? \_\_\_\_\_  
 (c) What is the probability of either red or blue being selected? \_\_\_\_\_  
 (d) What is the probability that neither red or green will be drawn out? \_\_\_\_\_  
 (e) What is the possibility that a colour other than orange will be chosen? \_\_\_\_\_  
 (f) What is the probability of choosing a white ball? \_\_\_\_\_

3. Colour this spinner to make these statements true.



- (a) There is an even chance of landing on blue.  
 (b) There is a 1 in 8 chance of landing on red.  
 (c) There is a  $37\frac{1}{2}\%$  chance of landing on green.

4. You are asked to choose one card at a time while blindfolded. Complete this table with your results. The cards are replaced after each turn. **Note:** Ace represents 1.



What are your chances of:	Chance	Fraction	Decimal	Percentage
(a) Picking an <b>odd</b> number?				
(b) Picking a multiple of 3?				
(c) Picking a <b>prime</b> number?				
(d) Picking a multiple of 4?				
(e) Picking an <b>even</b> number?				
(f) Picking a multiple of 5?				
(g) Picking a multiple of 2?				

# The 1916 Easter Rising

(Small World History Book and Activity Book: Unit 10)

ENGLISH/HISTORY

- Read through the Easter Rising chapter and complete the activities (Book and Activity Book)
- Discuss at home
- Look up these videos of the 1916 Easter Rising:
  - LEGO video: <https://www.youtube.com/watch?v=jhfDNSXtPD8>
  - History Pod video: <https://www.youtube.com/watch?v=M11GyMGTR8o>
  - Watch the first 4 mins: <https://www.youtube.com/watch?v=itU6dp5tIAc>
- Other resources:
  - More information on: <https://www.twinkl.ie/search?term=easter+rising>
  - More information about the [Leaders of the 1916 Rising](#)
  - [Virtual Tour](#) of Dublin locations during the 1916 Rising

# Animals

(Small World Geography and Science Book and Activity Book: Unit 11)

- Read through the chapter and complete the activities (Book and Activity Book)
- Choose an Animal to study
  - Write a fact file
  - Sketch an image
  - Draw/Print a map to show where this animal lives in the world
  - You can add this work to your newspaper
- Continue with your Map Workbook

## Resources:

- Twinkl: <https://www.twinkl.ie/resource/differentiated-rainforest-animal-fact-file-activity-sheets-t-g-396>
- Map Workbook

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