

Reading Comprehension

Earthquakes

The Earth's Crust

The Earth's crust and the top of the mantle have about twenty tectonic plates, which are like jigsaw pieces covering the Earth. These plates are always moving and bumping into each other. The edges of the plates are called 'plate boundaries', which are made up of faults. These faults are where most of the world's earthquakes occur. As the plates move, the edges get stuck because they are not smooth, but the rest of the plate keeps moving. When the force is too much, it slips and bumps and that causes an earthquake. A bit like when you pull something which gets caught, you pull it some more until it comes free with a big force.



Seismograph

A seismograph (say: size-mo-graf) is a special piece of equipment that records earthquakes. Seismometers are securely fastened to the Earth, so when the ground starts to shake, the instrument's case moves too. What doesn't move is a weight that hangs on a string inside the case. When there is an earthquake, the case shakes with the ground but the weight does not, and it draws a line to show how much the ground shook. Scientists use seismograms (graphs produced by the seismograph) to measure how big each earthquake is.

Interesting Fact

In 2009, in a place called L'Aquila in Italy, there was an earthquake that killed 309 people. In relation to the earthquake, a case went to court and it was decided that it was the fault of six Italian scientists who should have known it was coming and warned people. They were sent to prison for manslaughter (killing someone without planning or being hateful) but argued their case and won, so they did not have to go to prison after all.

You could try to find out:

- 1 How earthquakes are measured.
- 2 How easy they are to predict.
- 3 About other cases where prison sentences have been handed out in unusual circumstances.
- 4 How you go about arguing a decision made by a court.

Questions About Earthquakes

1. How many tectonic plates are there?

There are...

2. What are plate boundaries?

Plate boundaries are...

3. What does it mean when we say 'predicting earthquakes'?

Predicting earthquakes means...

4. Describe what causes earthquakes.

Earthquakes are caused by...

5. What is a seismograph?

A seismograph is...

Orpheus and Eurydice

(A tragic love story)



There once lived a contented and skilled musician named Orpheus, who could play his lyre so beautifully that his music would enchant all who heard it. It was so powerful that it could turn evil men good and tame even the most wild of beasts.

One day, Orpheus met the most beautiful woman he had ever seen. Her name was Eurydice and Orpheus was so captivated by her charm and beauty that he quickly fell in love with her. When Eurydice saw Orpheus playing his lyre, her heart melted at once and she too fell in love. The couple were married within a few days and were blissfully happy together.

Eurydice was enjoying a stroll through the woods one day when she came across a shepherd tending to his flock. The shepherd, whose name was Aristaeus, was in awe of

Eurydice and he longed to talk to her and find out who she was. Eurydice was frightened by the man and she began to run from him. Aristaeus, not understanding why she was so scared, pursued Eurydice. He chased her through the woods, calling out to her to stop and speak to him. Eurydice ran on in a panic, eventually tripping over a log and landing with a thud on the ground. Unseen by Eurydice, a vicious snake crawled out from beneath the log and bit her. Its venom was so potent that she died at once.

When Orpheus heard what had happened, he was distraught. His wonderful wife had been taken from him so soon and he was inconsolable in his grief. Orpheus played his lyre to help ease his pain and the music that emanated from the instrument was so haunting that it moved the men, gods and even the plants and trees to tears.

Orpheus decided that he must try to bring Eurydice back to him. He set out on a daring quest to beg Hades - god of the underworld - to allow his wife to return to the human world. Hades was deeply saddened by Orpheus' plight, and so moved by the poignant music Orpheus played for him, that he agreed to give him the opportunity to get Eurydice back. He presented a challenge to the eager musician.



"I will allow Eurydice to follow you out of the underworld on one condition. Whatever obstacles you may encounter along your journey, you must not look back at your wife. If you do, then she will remain here with me eternally."

Orpheus did not hesitate in accepting the challenge. He was prepared to take on anything to get back his beloved wife. If all he had to do was not look at Eurydice as she followed him back out of the underworld, it would be easy!

Orpheus set off on his journey with hope in his heart and his beautiful Eurydice close behind him, but soon he came to a huge wooden door which was chained shut. Lifting his lyre, Orpheus' quick fingers began to play a magical tune. The chains burst off the door which swung gently open, allowing Orpheus to slip inside and continue on his way. The young man longed to turn around to check that Eurydice was still there but he managed to resist and he continued on.

Beyond the wooden door, Orpheus found himself inside a dank, dark room. The air was thick and stale and Orpheus' eyes watered involuntarily in the putrid atmosphere. As the light was so low, Orpheus pressed his hands against the moist, slimy walls and felt his way along through the room, moving as quickly as he dared. After a few minutes, he became aware of the sound of heavy breathing and a deep rumbling growl began to resonate off the walls, suddenly bursting into a thunderous roar. Orpheus' heart pounded in his chest and his ears rang painfully. He could just make out the shape of a humongous three-headed dog looming down on him menacingly. Orpheus recognised the beast at once as Cerberus - Hades' grotesque hound. Thinking quickly, Orpheus snatched up his lyre and began to play a soothing melody. Saliva rolled off the creature's three tongues, splashing onto a terrified Orpheus whose whole body trembled as he played. However, almost at once, the beastly dog began to calm down. It cocked its three heads sideways to listen to the soothing music and then it dropped to the ground, pacified by Orpheus' captivating tune. Orpheus crept on through the room, treading nervously over the dog's monstrous paws while continuing to play his instrument. Finally, he reached the end of the room and was able to slip away unnoticed. He took a deep breath and slumped against the wall, mopping his wet brow with the back of his hand.





In his terror, Orpheus had forgotten about Eurydice following him and he began to panic about whether she had made it through the room behind him or whether she was trapped with Cerberus. Orpheus remembered Hades' words – he had promised that Eurydice would follow unharmed as long as he did not look back at her and he managed to calm down. Ahead of him in the distance he could see the inky black waters of the river Styx and he knew that once he had sailed across the river he would be able to pass safely back into the mortal world and be with his dear wife once more.

Orpheus took large purposeful strides towards the river. He felt giddy with excitement, encouraged by the thought of holding and talking to Eurydice very soon. At the water's edge two boats were moored, ready to transport Orpheus and Eurydice to safety. Orpheus climbed into the first boat and the magical waters started to ripple, pushing the boat on its way. If he listened carefully, Orpheus could just about make out the sound of the second boat beginning its journey too and he knew that Eurydice was following behind. Orpheus smiled happily. His journey was almost complete. His quest would be a success! Suddenly, a huge wave was formed from nowhere and crashed heavily against the boat and then slid over Orpheus to the deck. Slick, black hands and arms, which formed from the murky waters, began to grab at the

boat and then slide over Orpheus' face and body, pulling him towards the water. Orpheus struggled against them but he could not move. He cried out in frustration and anger but the hands moved around his throat and tightened their grip and Orpheus feared this was how he would die. Orpheus' lyre lay next to him at the bottom of the boat. He scrabbled around trying to grasp it towards him with his one free hand. Suddenly, he managed to get a grip on it and he strummed it, releasing a single note. At once, the hands relaxed and Orpheus took his chance, grabbing the lyre properly and beginning to play. The hands released him fully and sank back below the water. Orpheus' music had saved him again!



The boat continued on. Orpheus carried on playing his lyre in case the grabbing hands returned again. He listened for the sound of Eurydice's boat following along but by now he couldn't hear it anymore so he stopped playing his lyre to listen more carefully. Nothing. Not a sound. Orpheus started to worry. Had the hands taken Eurydice? Had her boat stopped moving? He strained to hear even the tiniest sound but there was only silence and Orpheus began to despair that Eurydice had gone. Without thinking, he turned around and looked for her. Eurydice was there! Her boat was sailing towards him and she waved and smiled, filling his heart with joy. Then it happened...

Circle the correct option to complete each sentence below.

1. The story is mainly told from the perspective of...

- Eurydice** **Aristaeus** **Hades** **Orpheus**
-

2. At the start of the extract, Orpheus is a...

- god** **shepherd** **musician** **hero**
-

3. Eurydice saw a shepherd who was...

- walking** **shearing** **working** **sleeping**
-

4. When Aristaeus first saw Eurydice, he was...

- frightened** **in love** **amazed** **angry**
-

5. In the first paragraph it says, 'It was so powerful that it could turn evil men good and tame even the most wild of beasts.'

How do these comparisons help the reader to understand the powers the lyre had?

6. Look at the sentence: 'Orpheus played his lyre to help ease his pain and the music that emanated from the instrument was so **haunting** that it moved the men, gods and even the plants and trees to tears.'

The word haunting in this sentence is closest in meaning to...

Tick **one**

scary

ghostly

disturbing

beautiful

7. How does Orpheus' mood change throughout the beginning, middle and end of the story?

Use evidence from the text to support your answer.

Beginning - _____

Middle - _____

End - _____

8. Order these events as they happen in the story. Number them 1, 2, 3, 4.

Eurydice is poisoned by a snake.

Eurydice waves at her husband.

Orpheus meets a gorgeous woman.

Orpheus goes to the gods to ask for help.

Slick, black hands and arms

9. Explain **two** things that the words **slick** and **black** suggest about the creature.



10. Describe two ways in which the lyre saves Orpheus' life in the story. Use evidence from the text to support your answer.



11. 'Beyond the wooden door, Orpheus found himself inside a dank, dark room. The air was thick and stale and Orpheus' eyes watered involuntarily in the putrid atmosphere.'

How does this description make the reader feel about the room?



12. 'Orpheus' heart pounded in his chest'

Give another **word** with the same meaning as 'pounded' that could have been used instead.



13. Using information from the text, tick one box in each row to show whether the statement is **true** or **false**.

	True	False
Orpheus captivated people with his music.		
Eurydice was scared of the shepherd.		
Hades set Orpheus an impossible challenge.		
A strange creature tried to strangle Orpheus.		



14. "I will allow Eurydice to follow you out of the underworld on one condition. Whatever obstacles you may encounter along your journey, you must not look back at your wife. If you do, then she will remain here with me eternally."

Why do you think Hades set this challenge for Orpheus?













15. Based on what you have read, what does the last paragraph suggest might happen at the end of the story?

Use evidence from the story to support your prediction.

Mathematics

Place Value Code Breaker

									
2	4	8	6	1	0	5	9	3	7

In the number						what is the value of the  ?
---------------	---	---	---	---	---	--

Answer: _____

In the number						what is the value of the  ?
---------------	---	---	---	---	---	--

Answer: _____

In the number						what is the value of the  ?
---------------	---	---	---	---	---	--

Answer: _____

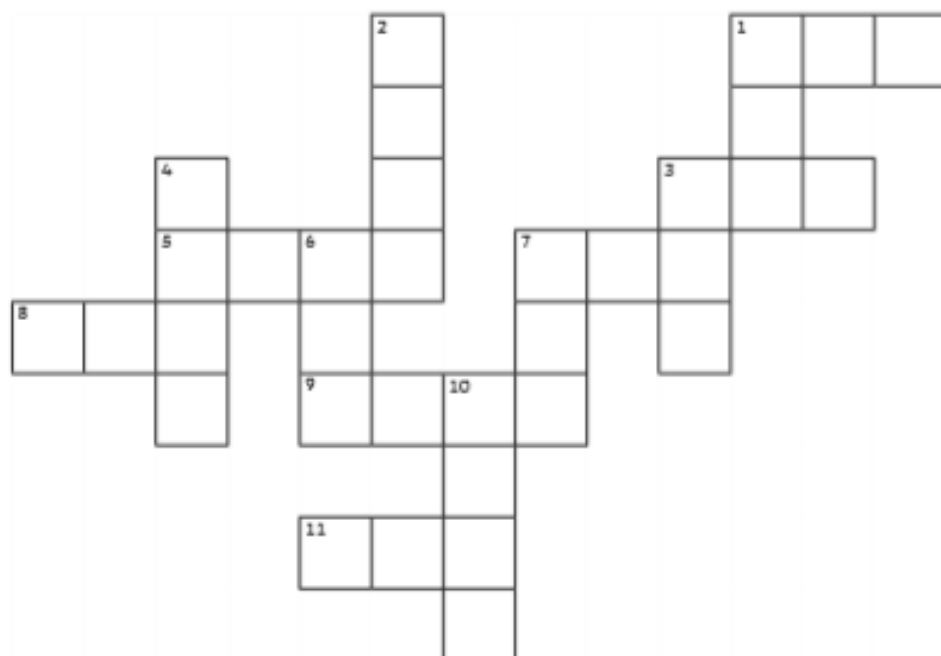
What is the number						rounded to the nearest 10?
--------------------	---	---	---	---	---	----------------------------

Answer: _____

What is the number						rounded to the nearest 100?
--------------------	---	---	---	---	---	-----------------------------

Number Cross

Use the summer-themed code to complete the number cross. Use written methods of multiplication to solve the number cross.



Across:

1. ×
3. ×
5. ×
7. ×
8. ×
9. ×
11. ×

Down:

1. ×
2. ×
3. ×
4. ×
6. ×
7. ×
10. ×

2	4	8	6	1	0	5	9	3	7

Emoji Code Breaking

									
5	2	7	3	4	9	6	8	0	1







   +    = 935


1.    +    =

2.    -    =






3.    -    =

4.    +    =

5.    +    =

6.    -    =

7.    +    =

8.    -   =

9.    +    =

10.    -    =

Spelling

*Spend some time learning the words in **bold** before attempting this challenge. Some of these are difficult words so don't worry if you get any wrong - just keep trying until you know them! You'll need a helper for this activity.*

Summer Spelling Challenge

Ask a helper to cut off the sentences on the bottom of this sheet and then read them out to you one by one. Can you spell the words that fill the gaps in these sentences?

1. The chocolate chip ice-cream was _____.
2. I was excited to be going on a _____ trip.
3. We're _____ going to visit the water park this summer.
4. We went on a camel trek across the _____ in Egypt.
5. I am sure that the sun will _____ up tomorrow.
6. There will be a _____ if we don't get some rain soon.
7. The view from our hotel was _____.
8. I was very _____ of the shade that was cast by the beach umbrella.
9. I can't wait for our holiday to visit a _____ island!
10. The _____ at the ice cream van was so long.

Read each sentence out twice:

1. The chocolate chip ice-cream was **delicious**.
2. I was excited to be going on a **yacht** trip.
3. We're **definitely** going to visit the water park this summer.
4. We went on a camel trek across the **desert** in Egypt.
5. I am sure that the sun will **brighten** up tomorrow.
6. There will be a **drought** if we don't get some rain soon.
7. The view from our hotel was **beautiful**.
8. I was very **appreciative** of the shade that was cast by the beach umbrella.
9. I can't wait for our holiday to visit a **tropical** island!
10. The **queue** at the ice cream van was so long.

History

- Find the words and research the meaning of each one.
- Write a few sentences explaining what each word means.

Maya Civilisation

g	a	u	b	o	j	a	x	f	t	v	a
h	j	c	a	c	a	o	q	u	e	n	s
p	d	e	n	e	g	t	j	g	m	a	t
y	f	a	o	t	u	m	u	h	p	e	r
r	t	e	c	h	a	n	n	t	l	d	o
a	y	h	e	y	r	u	g	u	e	x	n
m	a	t	l	a	e	p	l	g	e	s	o
i	u	c	o	d	i	c	e	s	e	t	m
d	i	r	t	y	u	c	b	h	v	e	y
d	p	r	i	e	s	t	a	i	b	l	o
l	k	w	a	r	r	i	o	r	n	a	p
e	c	a	l	e	n	d	a	r	s	e	b

ocelot	jungle
cacao	warrior
astronomy	stelae
calendar	codices
temple	pyramid
jaguar	priest

