



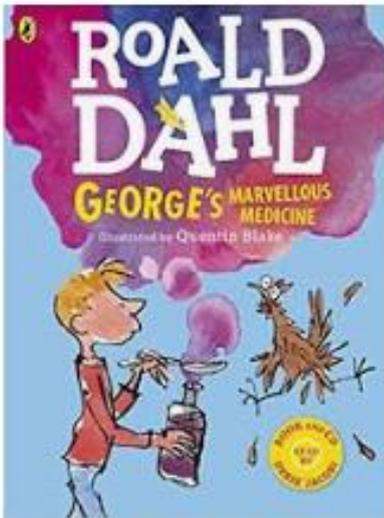
Marlfields Primary Academy

Where Children Come First

Family Learning Project 3

George's Marvellous Medicine

Week beginning: 11th May



The idea behind these projects is to give all of you in the family the chance to learn and work together over a set time period. You do not need to complete all the tasks and you may have some ideas of your own. The idea is that you continue to enjoy your learning while at home. Each topic has 5 areas; Let's talk, Let's get active, Let's work it out, Let's create and Let's find out.

You have your 'Home Task' books to record what you have done if you wish to, but remember: Have fun and enjoy being with your family and remember to support each other where you can.

Let's Talk... Watch part one Jackanory part 2 <https://www.youtube.com/watch?v=gjPgU4-l41g> and part 3 <https://www.youtube.com/watch?v=uXwBnwL1ec>

- Talk to your child about the dangers of mixing or drinking household chemicals, explain how harmful it can be and what to do if they accidentally swallow some or splash it on their skin. Explain why some bottles have child proof caps or poison symbols on them.
- George goes into every room in the house looking for things to add to his marvellous medicine. Play an alphabet alliteration game of things to put in the pot...eg George added to his potion an amazing angry ant antidote, brilliant blue bug-busting beads. Who can come up with the best one?
- Play a memory game- list or draw the things George put in for each of the different rooms- who can remember the most, you could draw them on pieces of paper to play find the matching pairs.
- Read more of the story together.

Let's get active....

- Join Joe Wicks PE sessions
- In the story Granny jumps out of her chair- have a jumping competition who can jump the highest, the longest jump, the most jumps in 5 minutes etc.
 - Design a scavenger hunt in your garden looking for things to put into George's Marvellous Medicine and make a natural tonic for granny using plants and bits of bark (please ensure young children are supervised and the children know not to taste the mixture they make).
 - Devise a 5-minute jumping circuit around the garden including hops, skips and jumps, you could include low level hurdles.
- Join the Ministry of Sport activities <https://ministry4sport.org.uk/account/m4s-home-pe-workouts/>

You may need to log on: Username: m4s-home-pe Password: ministry4

Let's work it out...

- Set out different size containers (bottles, jars, spoons, cartons etc.) in the garden and allow the children to explore capacity by filling and tipping bottles into different sized containers- can you work out how big a pot would George need to have in order to add all of his ingredients together? Do you have a pot big enough in your house?
- Complete some of the Roald Dahl maths puzzles together.
- Make your own messy medicine (we suggest you do this outside and fully supervised), you can use anything in your imagination but we suggest using things like shaving foam, glitter, food colouring added to water, spices, bubble-bath, shampoo, bicarb and vinegar make an exciting eruption and with food colouring added it can be amazing. Work out how much of each you added and how much is in your potion at the end.

Let's be creative...

- Using old clothes make a scarecrow of Grandma to put into the garden, watch see if it really does scare the birds away. For a real challenge can you make part of the scarecrow move eg a simple one might be a windmill on her hat or a more difficult challenge would be making her arms that move. Take a photograph- to compare with your class mates on your Dojo page.
- George's medicine changes colour due to the different colours of the ingredients he adds. Have a go at the skittles experiment shown on <https://www.science-sparks.com/skittles-experiment/>
- George wants his marvellous medicine to look brown just like grandma's medicine – explore what colours you need to mix to make brown. Find how many different shades of brown you can make and use them to paint a brown picture.



-  George says a spell when making his medicine - write your own spell for the medicine.
- Have a look at George's Marvellous Medicine bottles and jars by Liam Smith (see below). Design your own bottles either of things to go into George's medicine or as a bottle of the medicine. You could draw or paint them or even use an empty pop bottle to decorate. Swirling paint inside the bottle will make it look like it is full of strange medicine. Design and make a label for your bottle- don't forget to say what it is and what it is used for eg Walter's Wonderful Washing Powder for whiter than white whites.
- Why not print off the sheet of bottles and do some mindful colouring.

Let's find out....

- George's medicine changes colour due to the different colours of the ingredients he adds. Have a go at the skittles experiment shown on <https://www.science-sparks.com/skittles-experiment/>
- George uses lots of different things in his potion, most of them are liquids. Some liquids like oil and water don't mix well together. Have a go at making a calm down jar https://www.weareteachers.com/calm-down-jars/?utm_source=Pinterest
- Everyone knows that the skull and cross bones is the symbol for poison. But why is it used and what else does it represent? Find some facts about this symbol and the people who use it and make our own warning label to go on your jar of marvellous medicine.
- Explore the free fantastic computing activities <https://www.barefootcomputing.org/homelearning>



