

English

Set w/c 18th May 2020

1) If you are still working from the booklet that I sent home last week, please continue to do so.

2) Isaac Newton is a very famous and influential scientist who made many discoveries. Our understanding of light and colour all began with him and he was the first person to understand a rainbow. Using the Internet or books, I'd like you to research Isaac Newton and create a biography all about him and his work. Make sure to include a whole section on his work relating to light, colour and rainbows. A biography is a written account of someone's life. I would suggest that you aim to include the following information:

- Name
- Date and place of Birth and date and place of death
- Upbringing/childhood/family
- Major life events (marriages, divorces, family losses, birth of children etc)
- Key discoveries (there are many for Newton – maybe just select the most famous ones or the ones that you're interested most in) and how they have affected or impacted on our society and understanding of the world
- Hobbies
- Interesting facts
- His work on light, colour and rainbows.

3) Write a complete set of rules and instructions for your board game (see this week's 'maths' task for more information). Ensure that they are clear and outline:

- The aim of the game and how to win
- Key information such as who goes first
- Rules that players must adhere to – what you are and are not allowed to do. This part will be the bit that describes HOW TO PLAY. For example – do you roll a dice? Are there playing pieces? What happens when you land on a particular symbol/colour square? What happens if two people land on the same square? Are there 'bonus' cards like the 'chance' and 'community chest' cards in Monopoly? There will probably be more than these, but these suggestions are just rough guidelines.

A good piece of advice is to read the rules of a game that you may have at home so that you have a good example of the kind of information that you will need.

You will need to design your game BEFORE you write the rules and instructions. Once you have designed the game, try to play it with someone at home before you write your rules and instructions. You will need to verbally explain the rules and how to play to them. They may be able to ask you questions if they don't understand something and then you will know to include that information in your instructions and rules when you write them.