

A decorative border with a repeating floral pattern surrounds the entire page. The pattern consists of stylized leaves and flowers arranged in a continuous line.

# Year 5 Activity Booklet

A rectangular frame with a scalloped border, intended for a student's photo.

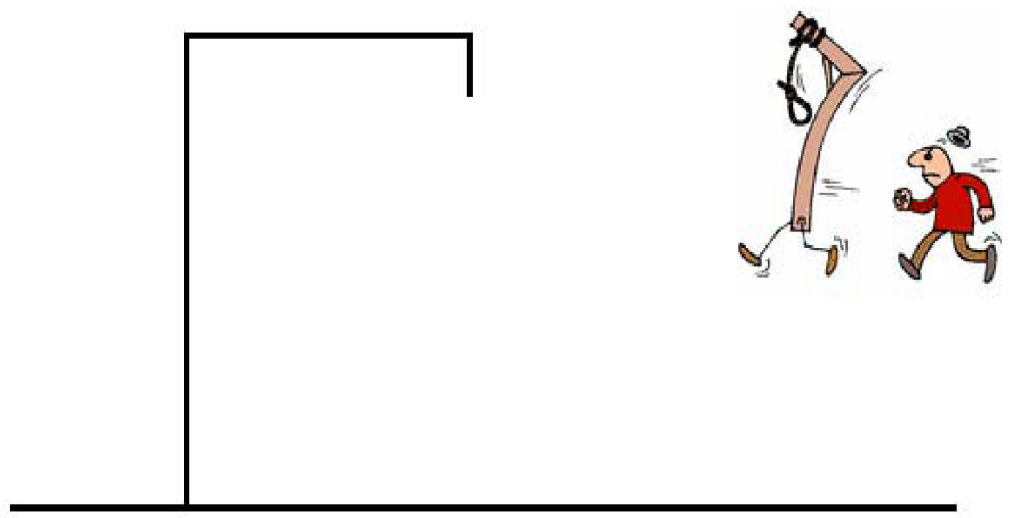
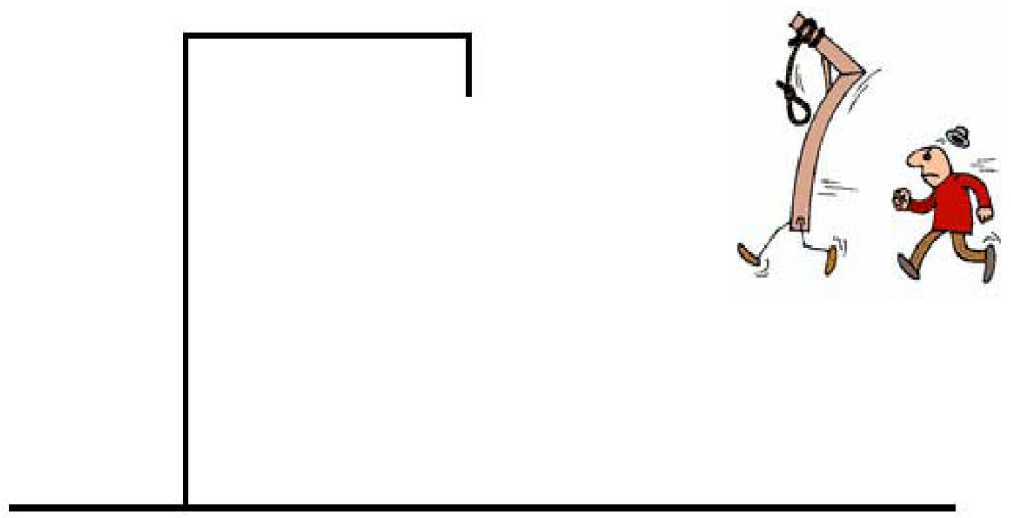
Me in year 5

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# Year 5 Activity Booklet

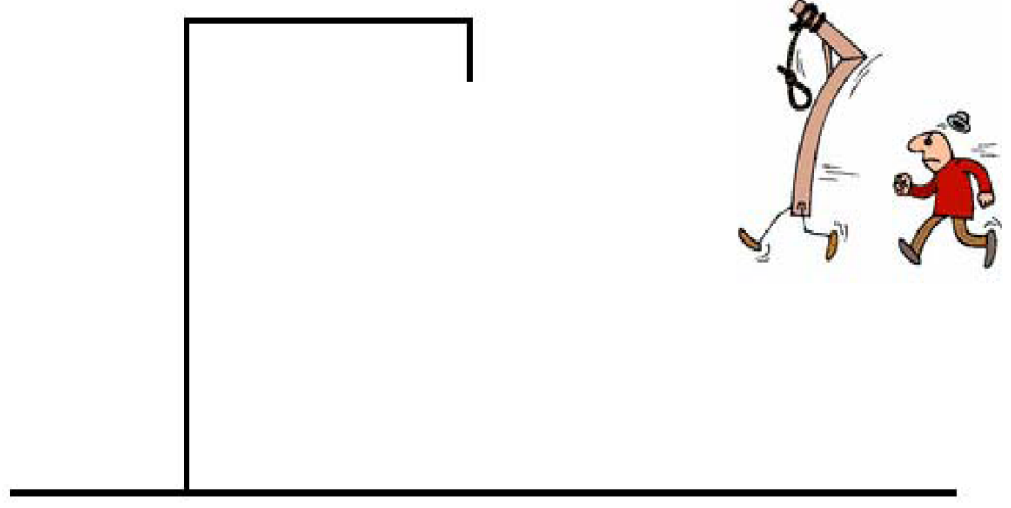
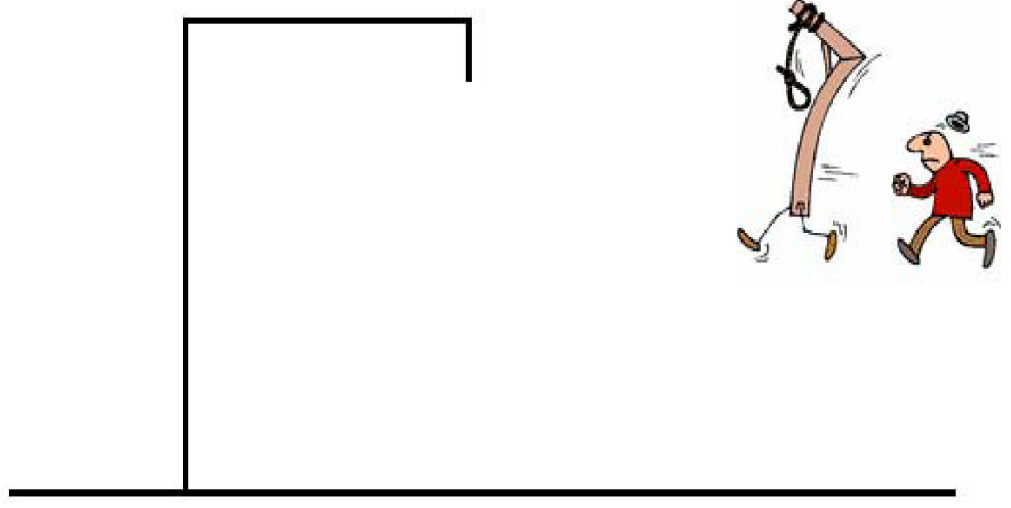
A rectangular frame with a scalloped border, intended for a student's photo.

Me in year 5



ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ

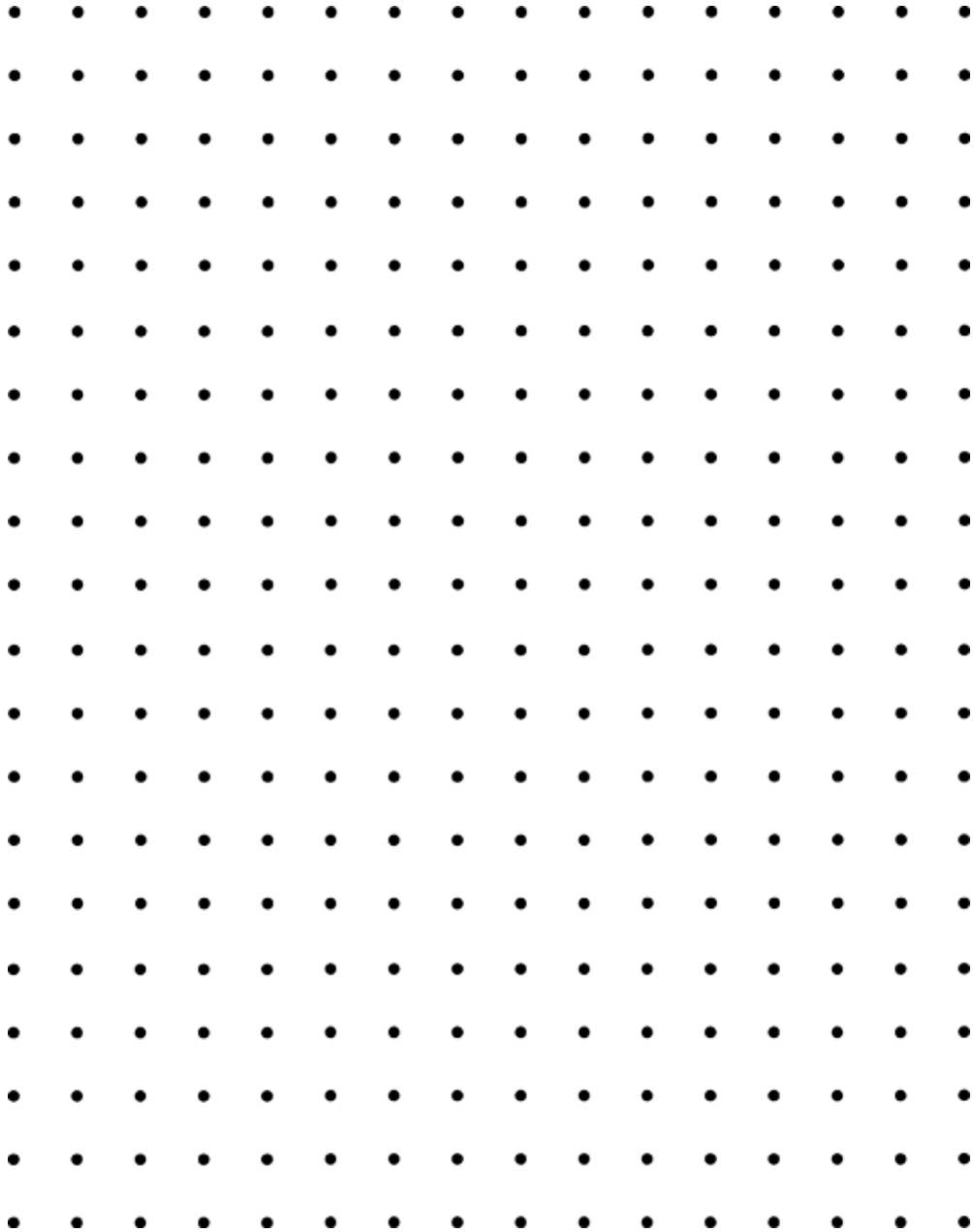


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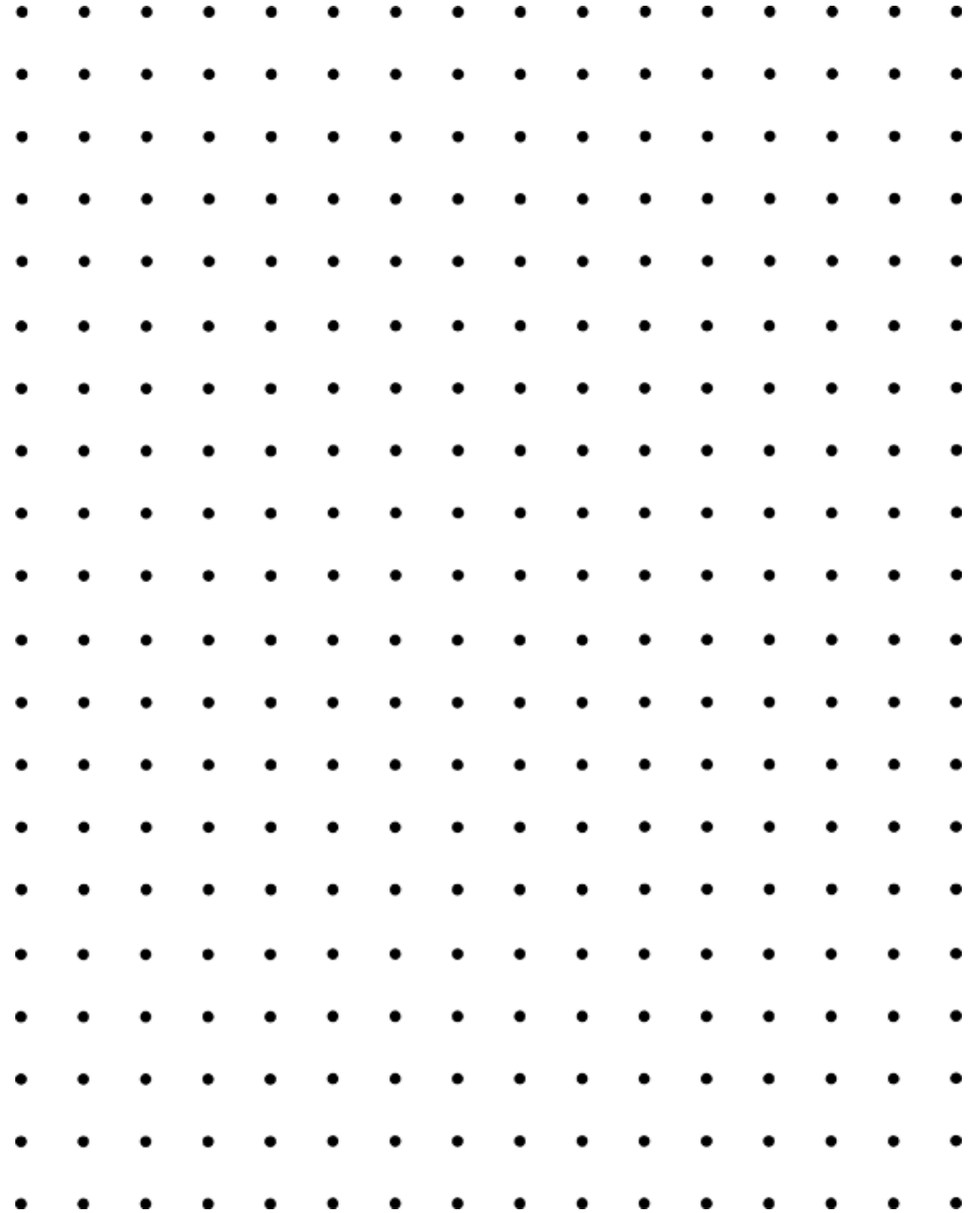
# Squares

The object of this game is to make more small squares than your opponent. To play, simply connect two adjacent dots, alternating turns with your opponent. If you complete a square, you get another turn., but be warned... This can be tricky!

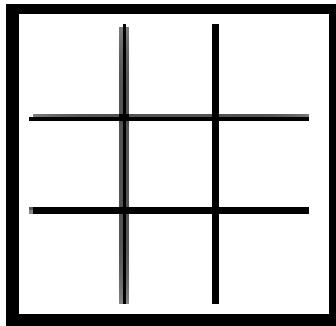
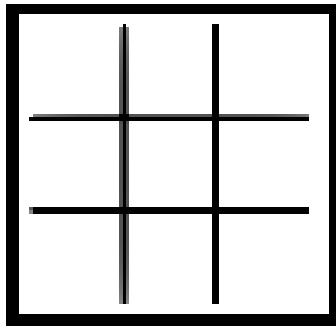
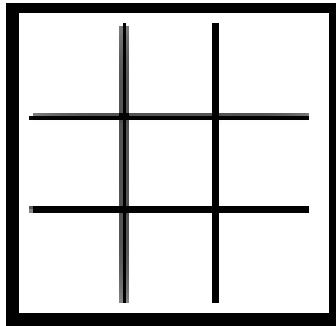
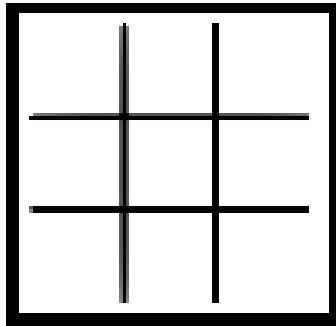
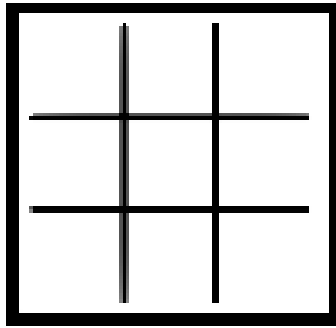
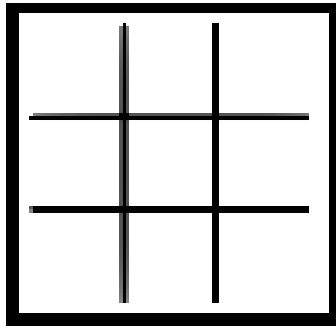


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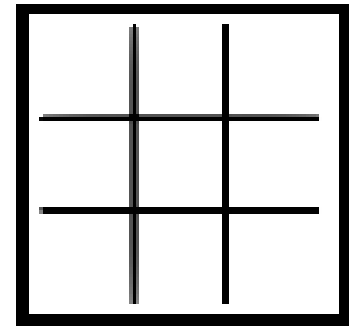
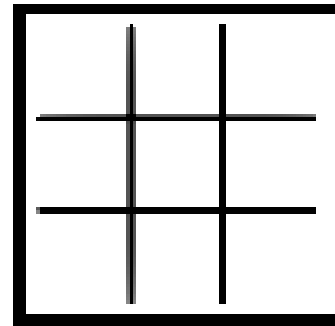
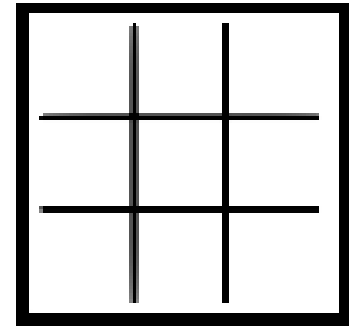
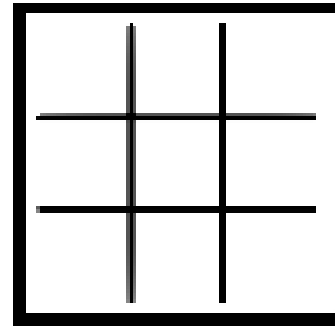
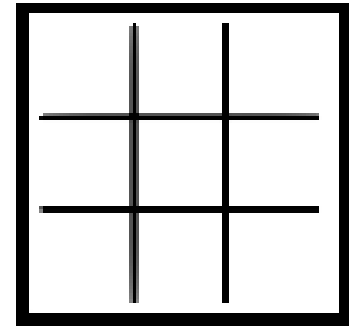
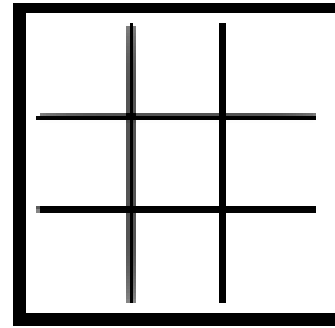
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# Noughts and Crosses



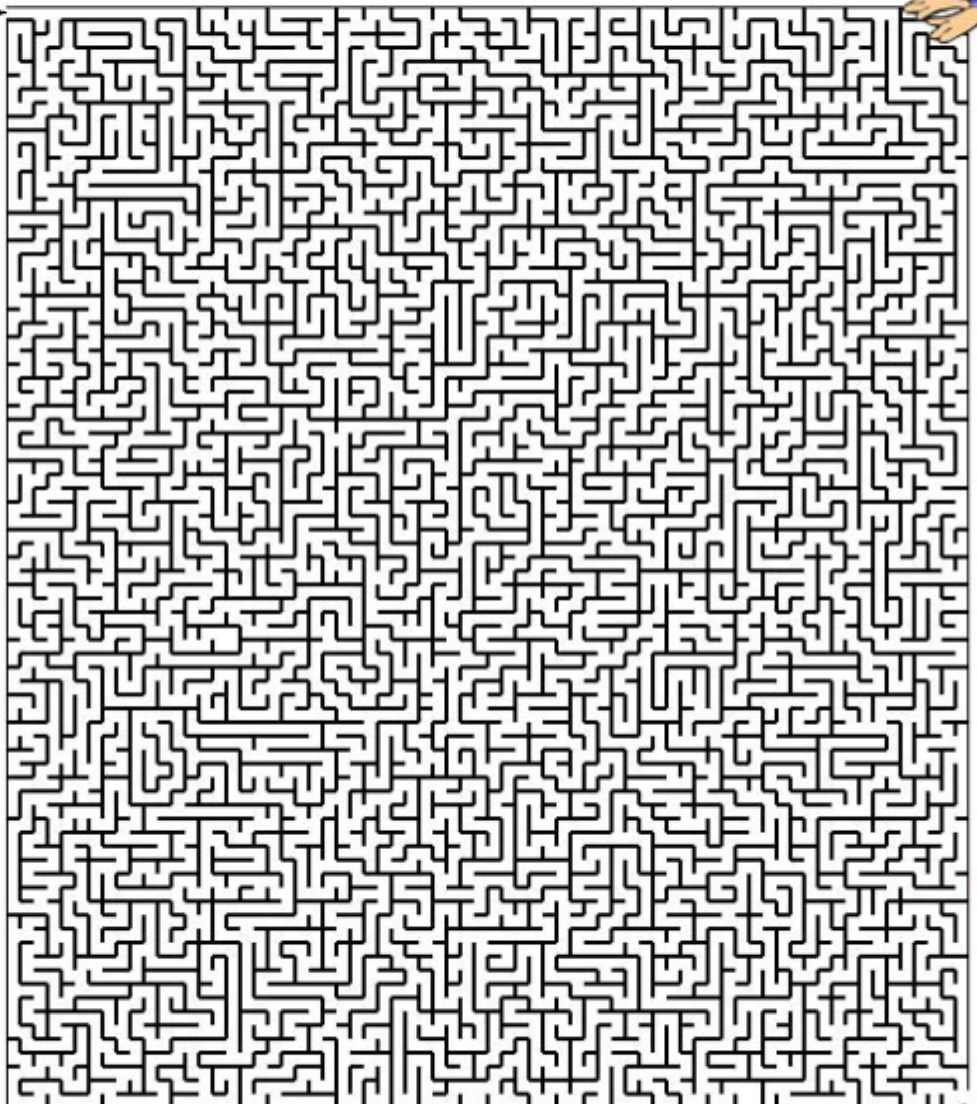
# Noughts and Crosses



# THE BRAIN MANGLER



START

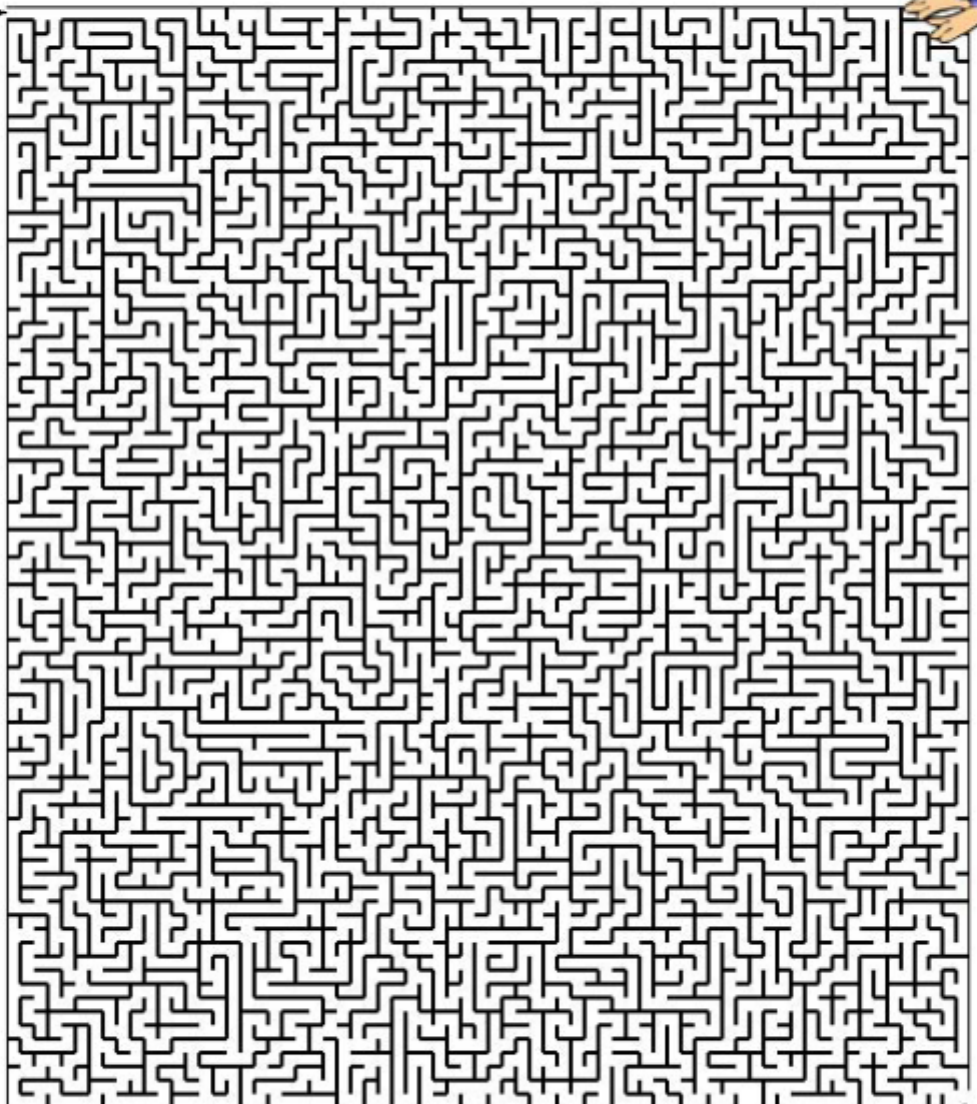


END

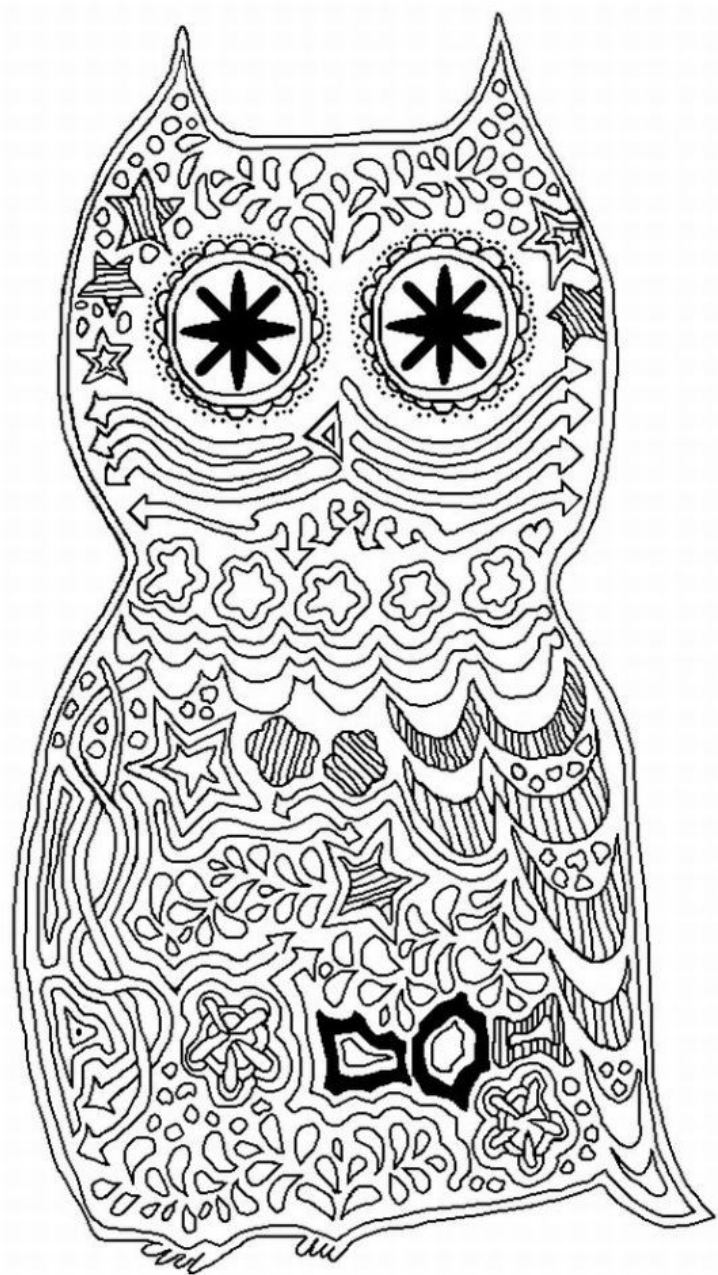
# THE BRAIN MANGLER



START



END



# Sudoku Kids

Fill in the grid so that every row, column and coloured box contains ALL the numbers from 1 to 6.

Bonus clue: which number should go in the circle: 1 or 4?

4	2				3
3			1		
6	3				○
				4	6
		3			5
5				3	2

# Sudoku Kids

Fill in the grid so that every row, column and coloured box contains ALL the numbers from 1 to 6.

Bonus clue: which number should go in the circle: 1 or 4?

4	2				3
3			1		
6	3				○
				4	6
		3			5
5				3	2

# Sudoku Colour

Complete the grid so that every row, column and coloured box contains every digit from 1 to 9 inclusive.

	2		7		1		8	
		1		9		6		
6		5		8		9		4
3								2
			1	3	6			
7								5
2		4		7		3		1
		7		1		2		
	6		5		2		7	

DIFFICULTY RATING: ★★☆☆☆

# Sudoku Colour

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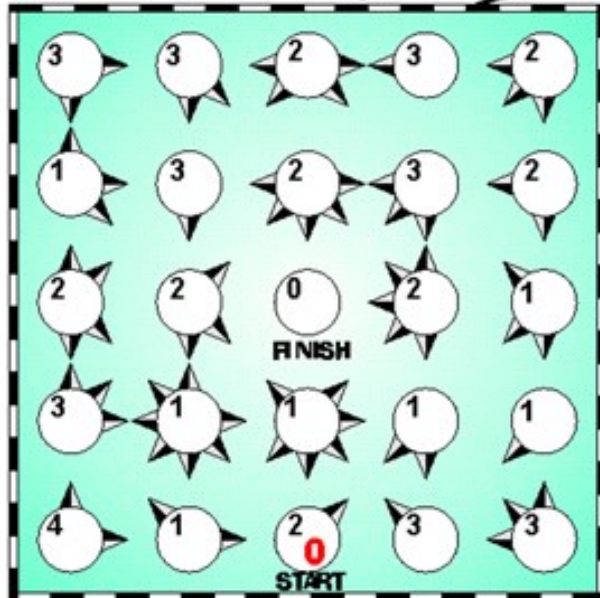
	2		7		1		8	
		1		9		6		
6		5		8		9		4
3								2
			1	3	6			
7								5
2		4		7		3		1
		7		1		2		
	6		5		2		7	

DIFFICULTY RATING: ★★☆☆☆

# NAVIGATIO

Invented by *Adrian Fisher*

902



© 2008, www.adrianfisherdesign.com

1. Make a series of straight line jumps from Start to Finish.
2. Write the sequence of your moves (1,2,3,etc.) in each circle you pass.
3. Each circle already contains a small number; this is the distance of your next jump.
4. Choose the direction to jump (vertical, horizontal, diagonal), from the choices offered.
5. Solve the puzzle in the fewest moves.

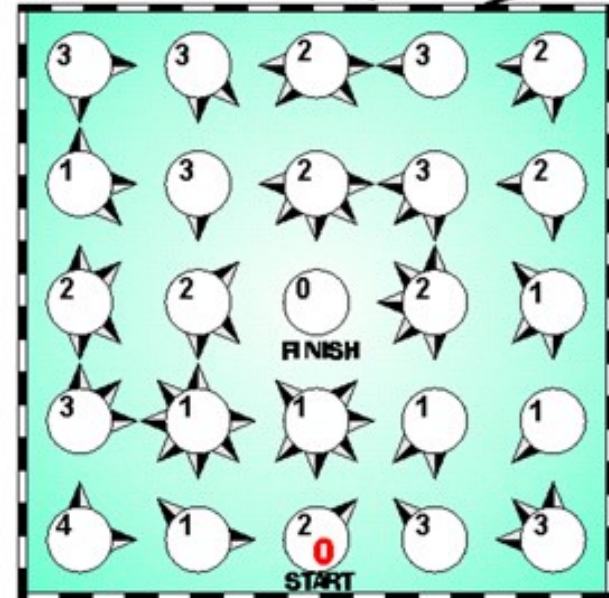
### Your Rating

- 17+ : worth learning to swim
- 16 : worth having a ship
- 15 : seasoned sailor
- 14 : Master Navigator!

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### Your Rating

- 17+ : worth learning to swim
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- 14 : Master Navigator!

HERE AT WORMWOOD SCRUBS, HOLMES, THE PRISONERS ARE KEPT BUSY. THE LAST DITCH TOOK 50 PRISONERS 142 DAYS TO COMPLETE. THIS DITCH WILL BE EXACTLY THE SAME SIZE, BUT THERE ARE ONLY 30 PRISONERS WORKING ON IT.

SO, HOW LONG WILL IT TAKE THEM TO COMPLETE IT, WATSON?

COMPLETE WHAT, HOLMES?

PERHAPS YOU CAN WORK IT OUT?

52

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PERHAPS YOU CAN WORK IT OUT?

52

YOU'VE CHANGED THE ORDER OF MY MEDICAL BOOKS, MRS. HUDSON!

ONLY SLIGHTLY, DOCTOR WATSON

**POPPYCOCK!** THE VOLUMES ARE NUMBERED ONE THROUGH SIX AND ALWAYS READ LEFT TO RIGHT IN THAT ORDER! NOT ONE OF THEM IS IN THE CORRECT PLACE!

VOLUME FIVE IS DIRECTLY TO THE RIGHT OF VOLUME TWO, NEITHER VOLUME FOUR OR SIX OCCUPY VOLUME THREE'S TRUE POSITION. VOLUME ONE HAS VOLUME FIVE ON ITS LEFT AND VOLUME THREE ON ITS RIGHT. VOLUME FOUR HAS VOLUME SIX ON ITS LEFT, WHILE AN EVEN-NUMBERED VOLUME IS IN VOLUME FIVE'S POSITION! (WORK OUT THE ORDER)

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53

THE OTHER DAY, WATSON AND I WERE SITTING AT A SQUARE TABLE WITH TWO VILLAINS - FINGERS AND LEFTY. BOTH WATSON AND I WERE PRETENDING TO BE VILLAINS TOO... LEFTY SAT OPPOSITE THE BLACKMAILER, WATSON WAS TO THE LEFT OF THE BURGLAR, AND I SAT OPPOSITE THE BANK ROBBER, NOT THE FORGER...

... NOW, IF I WASN'T THE BURGLAR, CAN YOU WORK OUT JUST WHO WATSON WAS PRETENDING TO BE?

WHO THE DEVIL ARE YOU TALKING TO, HOLMES?

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54

THE FOUR ROOMS WERE ROBBED IN A SPECIFIC ORDER, WATSON.

WELL, IT WAS EITHER OF THESE - THE KITCHEN, FOLLOWED BY THE STUDY, THE GAMES ROOM, THEN THE LIBRARY... OR, THE LIBRARY, GAMES ROOM, KITCHEN THEN THE STUDY!

ON YOUR FIRST ATTEMPT YOU HAD TWO IN THE CORRECT ORDER, AND ON YOUR SECOND, ONE CORRECT

THEN IT WAS THE KITCHEN, GAMES ROOM, STUDY, AND LIBRARY!

ON HIS 3RD ATTEMPT, WATSON GOT THEM ALL WRONG - PERHAPS YOU CAN WORK OUT THE ORDER?

55

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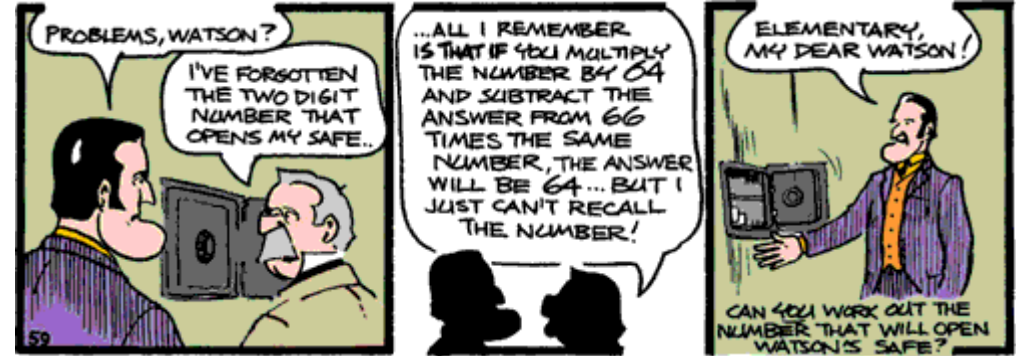
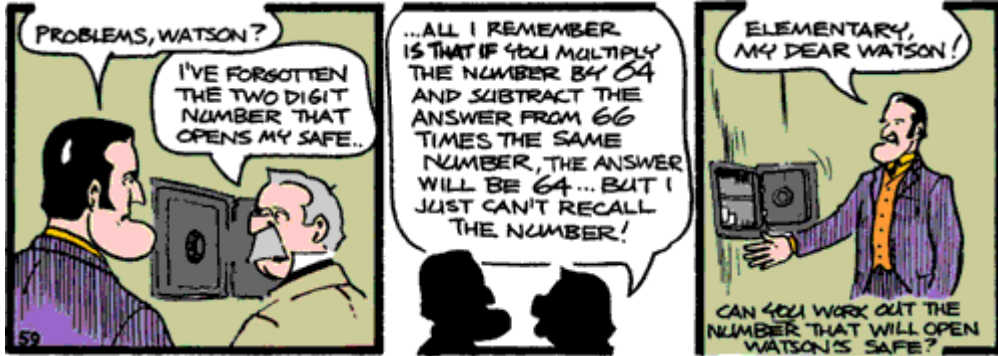
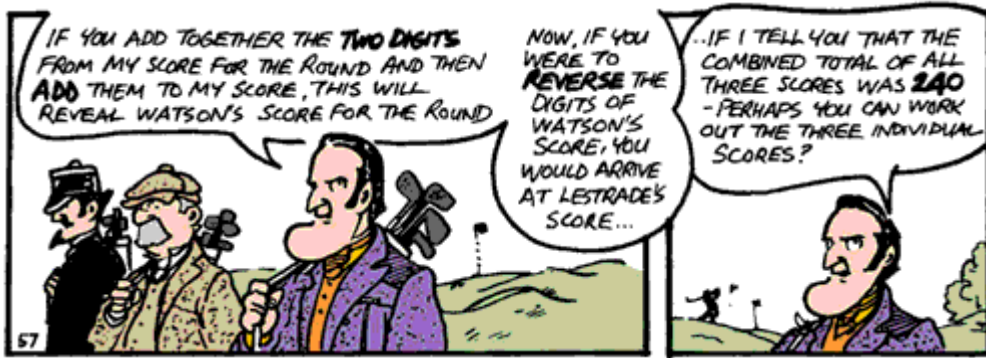
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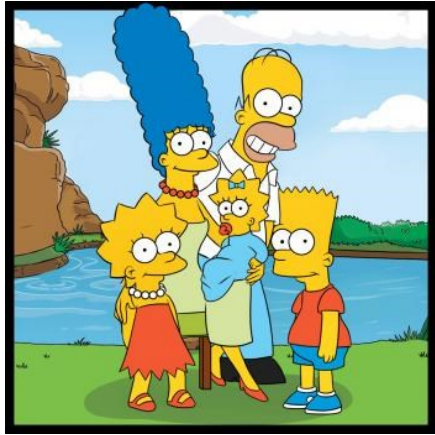
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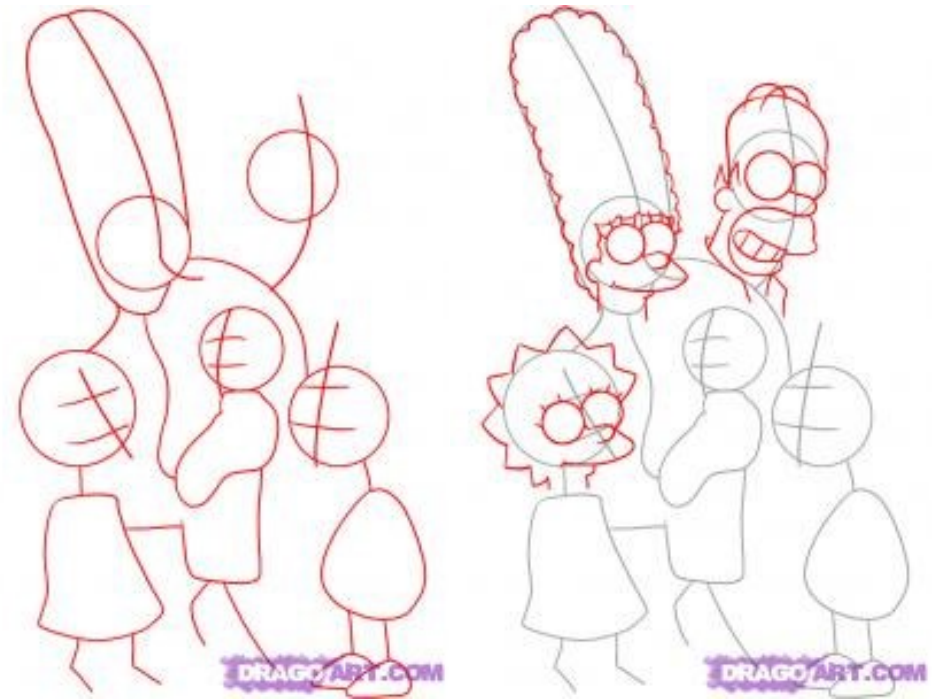
Can you work out the number that will open Watson's safe?

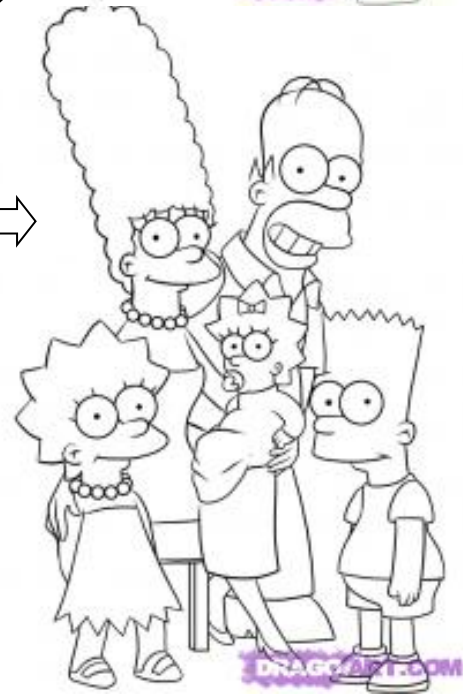
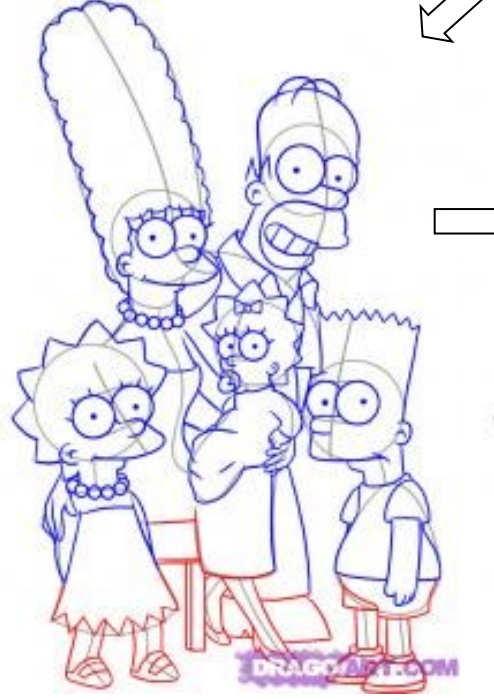
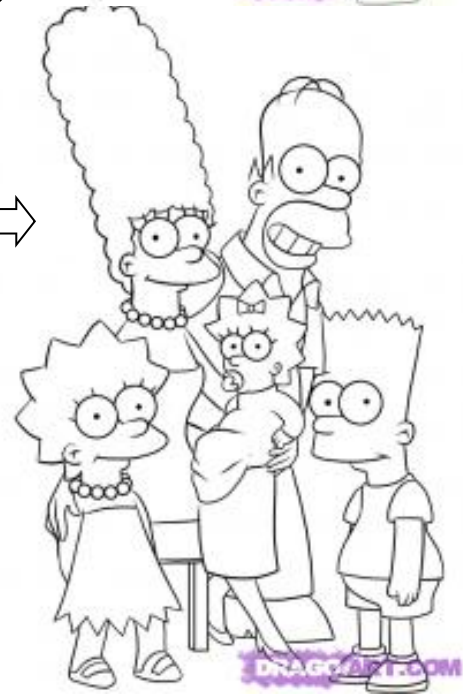
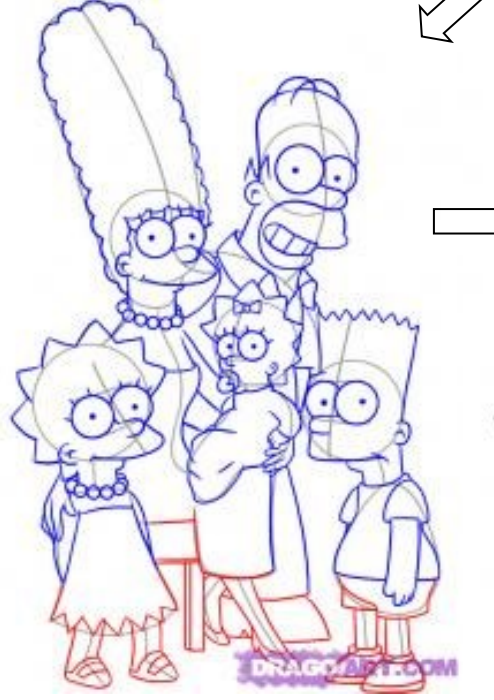
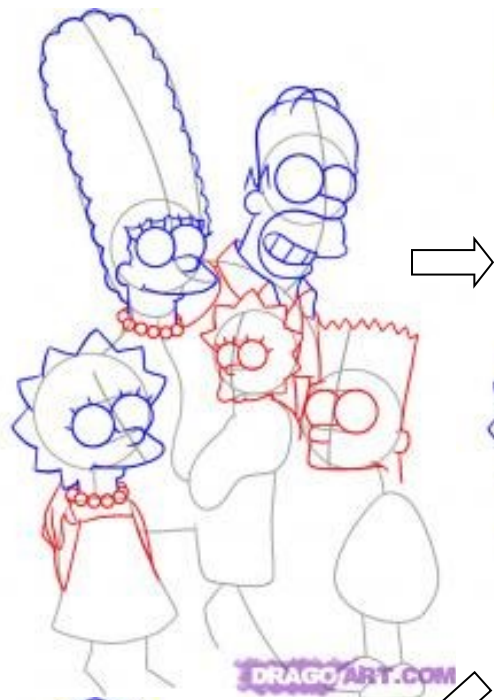
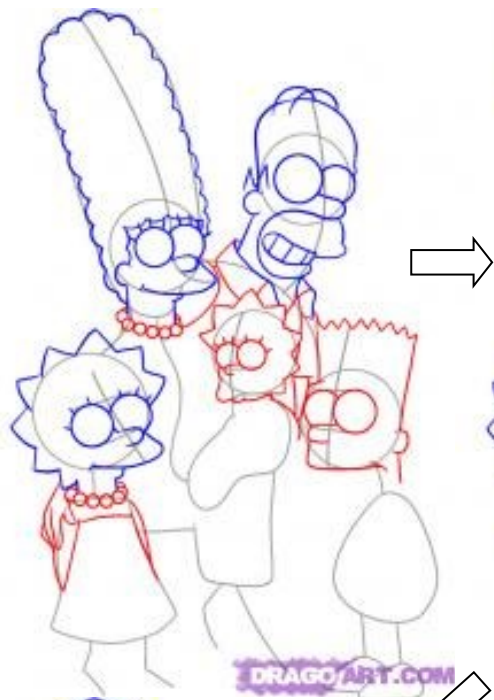
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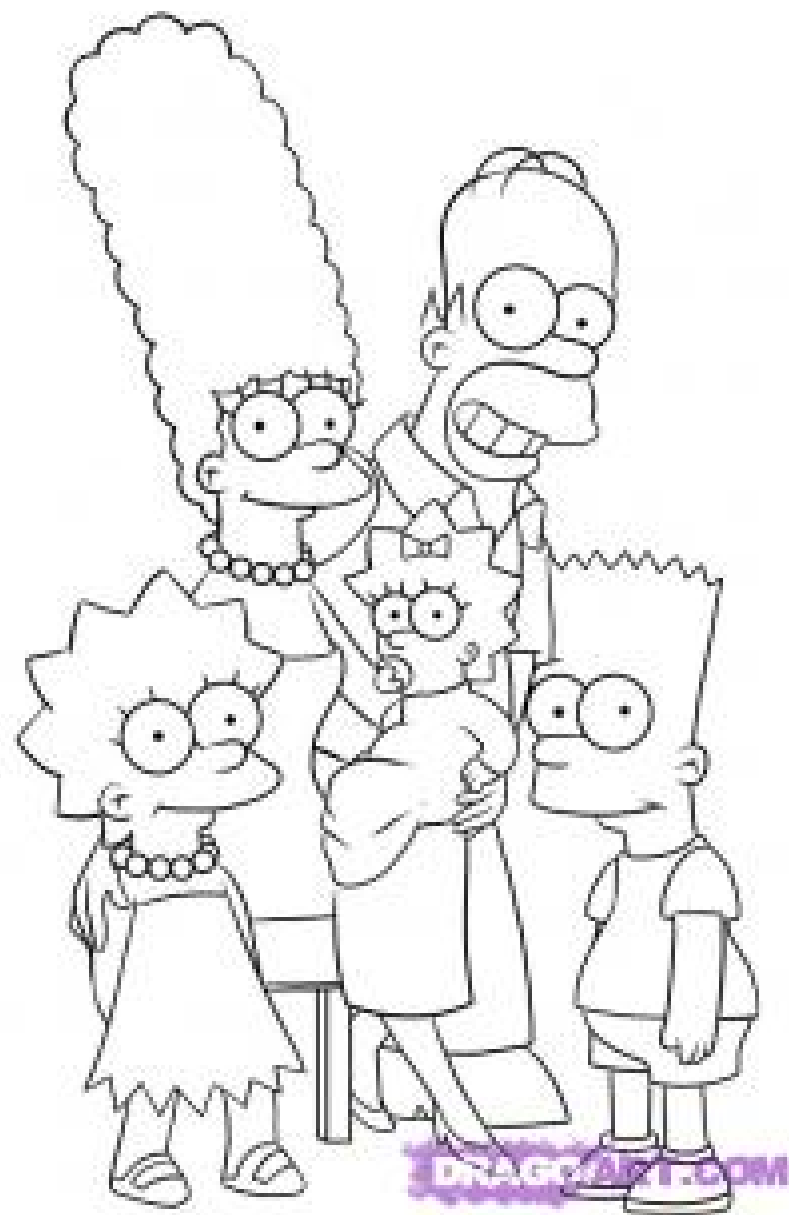
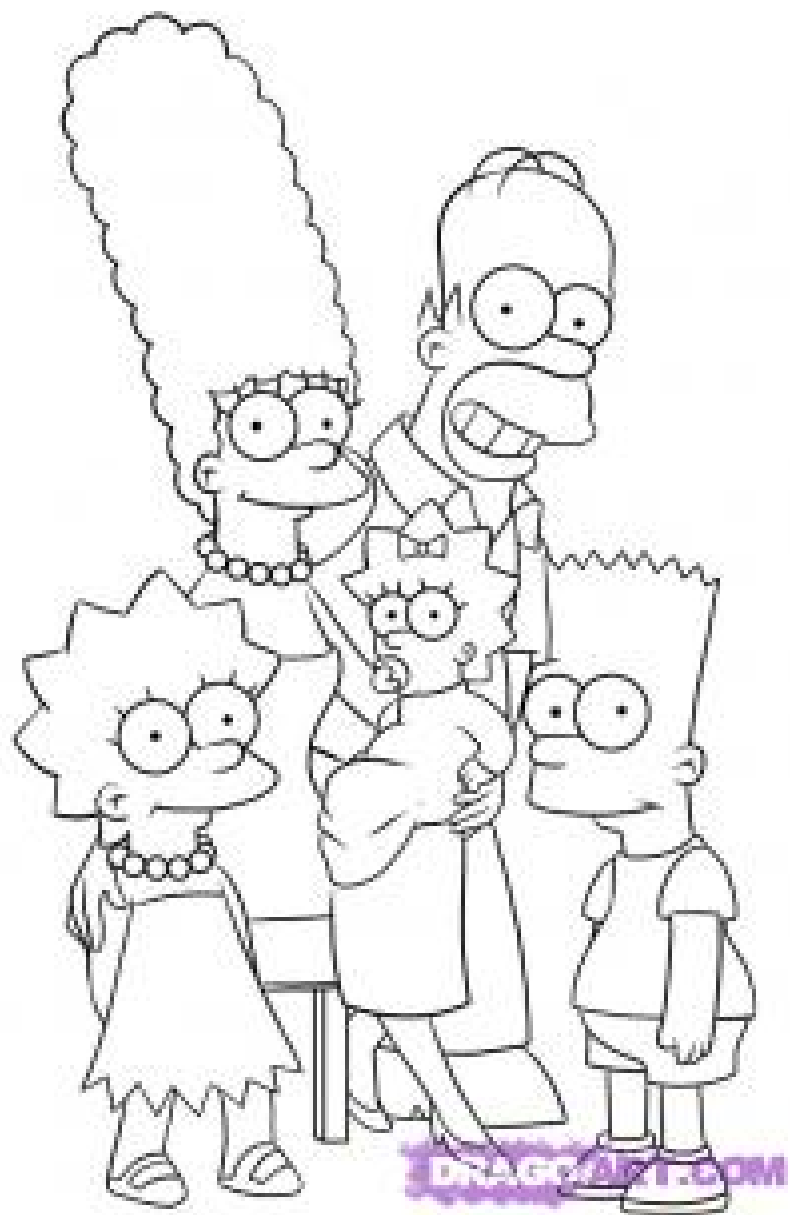
# Learn to draw

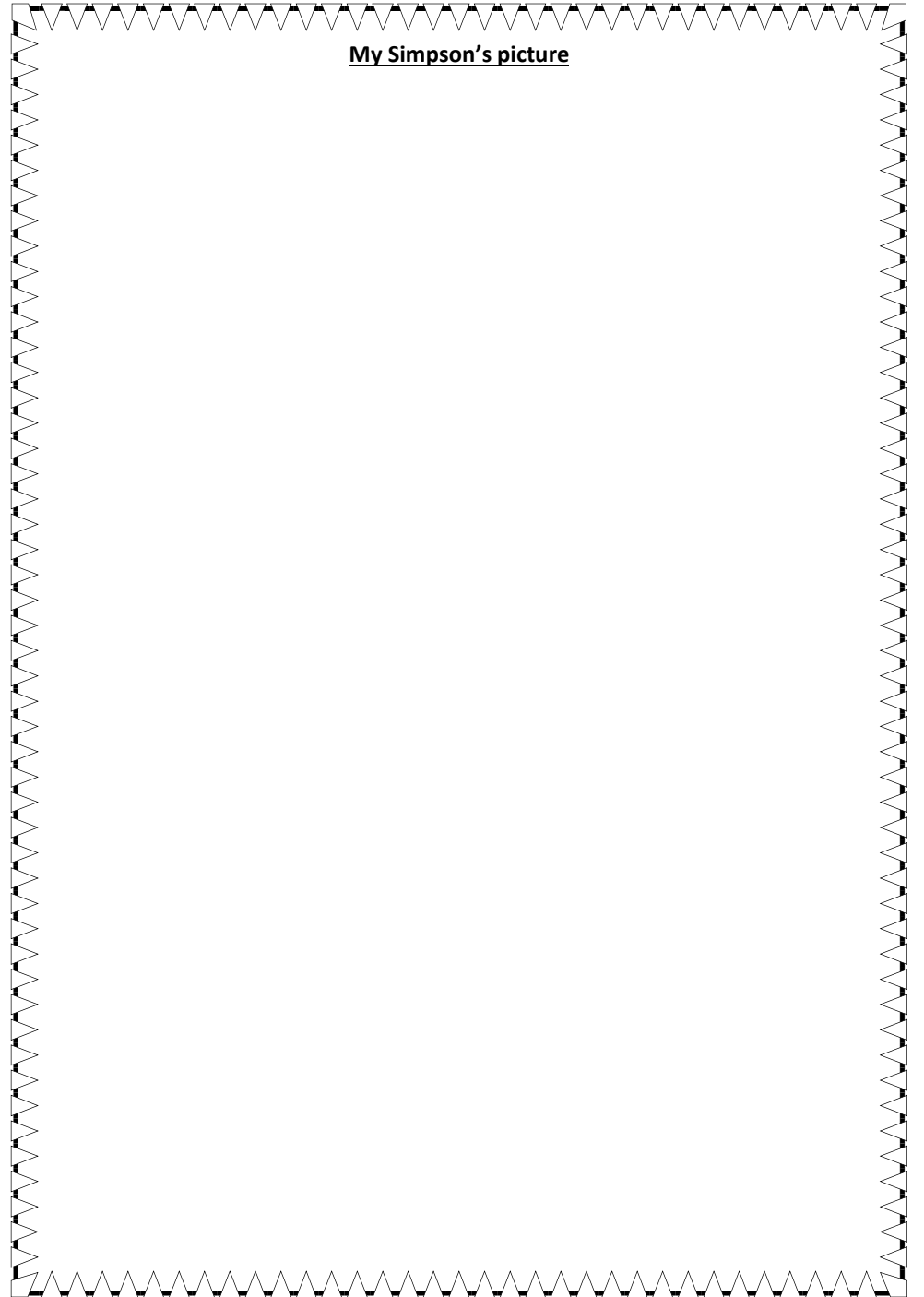
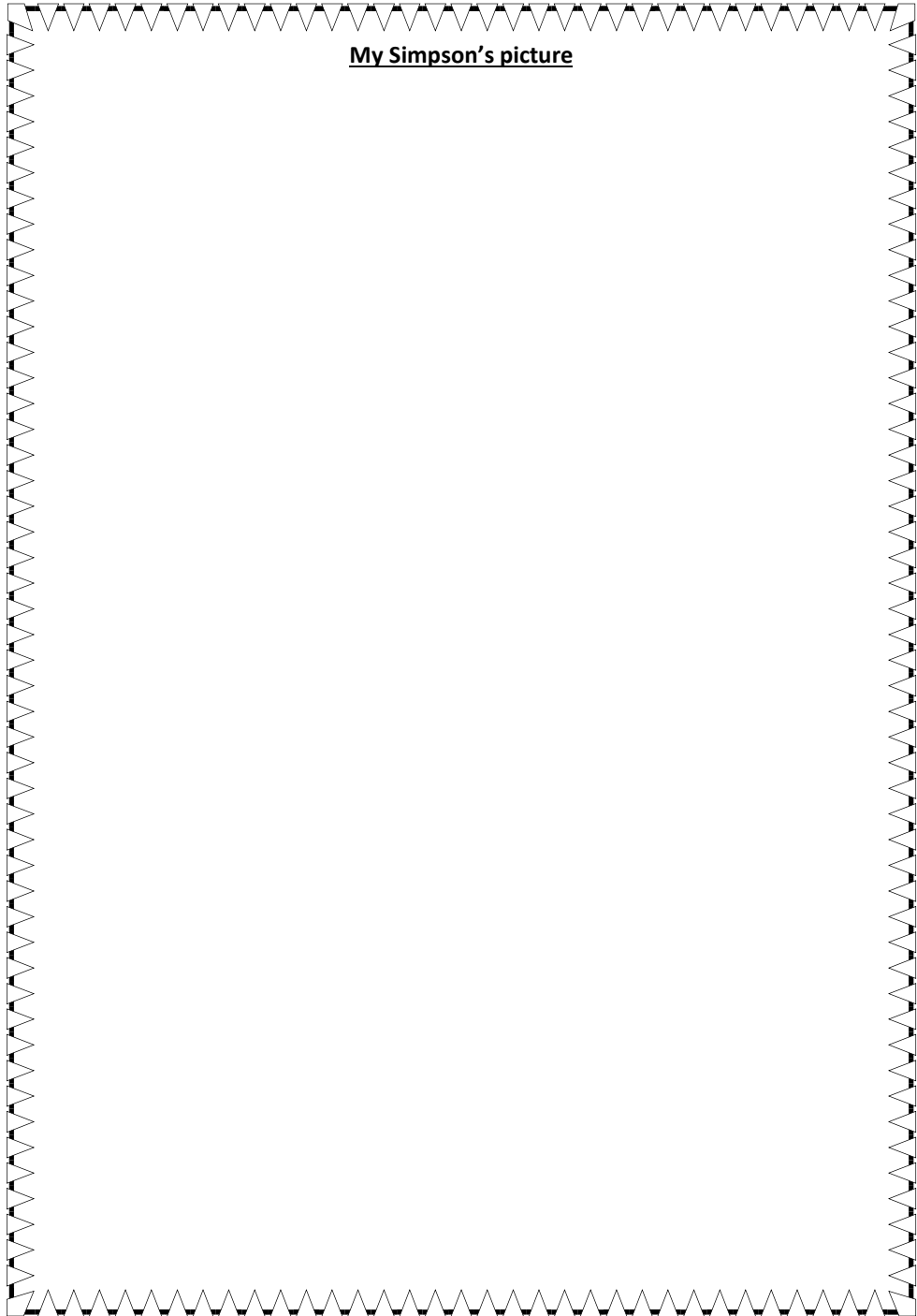


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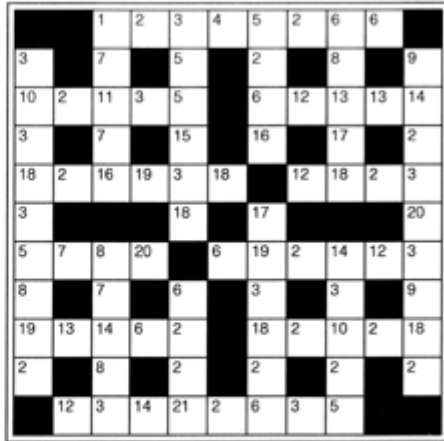






**SIMON SHUKER'S  
CODE-CRACKER**

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26

U  
N

CODE-CRACKER is challenging, but fun.

Each number in the main grid represents a letter. For example, if 4 turns out to be an H, fill in H every time 4 appears.

Start by entering the letter or letters given into the appropriate squares in the main grid. Now use your knowledge of words to work out which letters should go in the missing squares.

Some of the letters of the alphabet may not be used.

As you get the letters, write them in other squares with the same number in the main grid and the control grid. Check off the letters you have found on the alphabet provided.

Solution to the previous CODE-CRACKER:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
C	A	R	D	I	G	N	U	K	M	Z	S	E	V	P	T	J	H	Y	F	B	L	O	Q	X	W



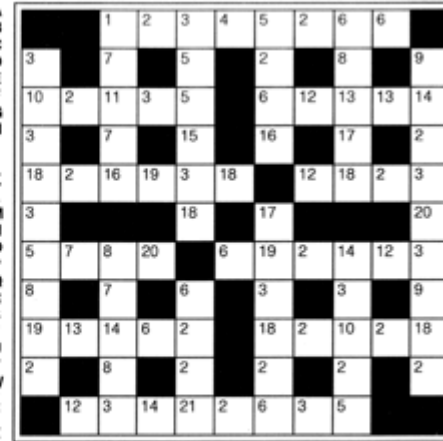
In this game, use the four given numbers to get a total of **24**. You can add, subtract, multiply and divide as often as you like – but you must use each of the four numbers only once. For example, using 1,1,1 and 8 we get  $8 \times (1+1+1) = 24$ ; 4,6,7 and 8 can be written as  $(4 \times 6) \times (8-7) = 24$ ; and 1,2,7 and 7 becomes  $(7 \times 7 - 1) / 2 = 24$

Today's four numbers are: **3 3 7 8**

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**SIMON SHUKER'S  
CODE-CRACKER**

A  
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D  
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H  
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K  
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M  
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Y  
Z



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U  
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As you get the letters, write them in other squares with the same number in the main grid and the control grid. Check off the letters you have found on the alphabet provided.

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C	A	R	D	I	G	N	U	K	M	Z	S	E	V	P	T	J	H	Y	F	B	L	O	Q	X	W



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Today's four numbers are: **3 4 5 6**

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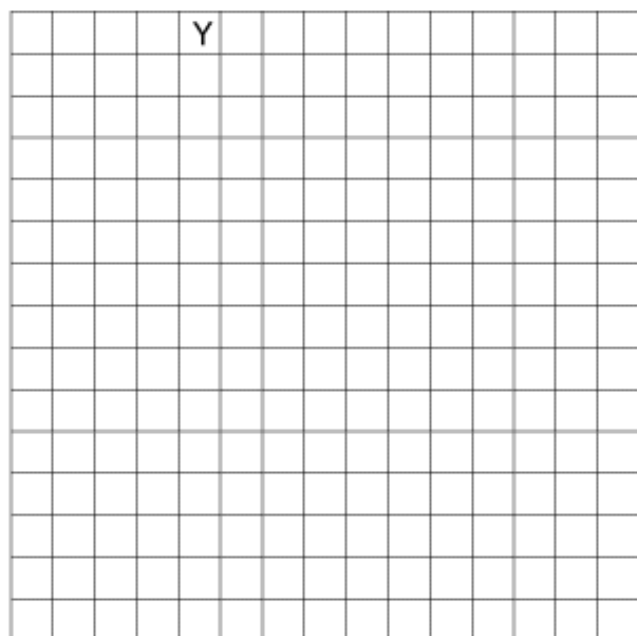
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*Crossjig is designed for lovers of both crosswords and jigsaws.*

**HOW TO PLAY**

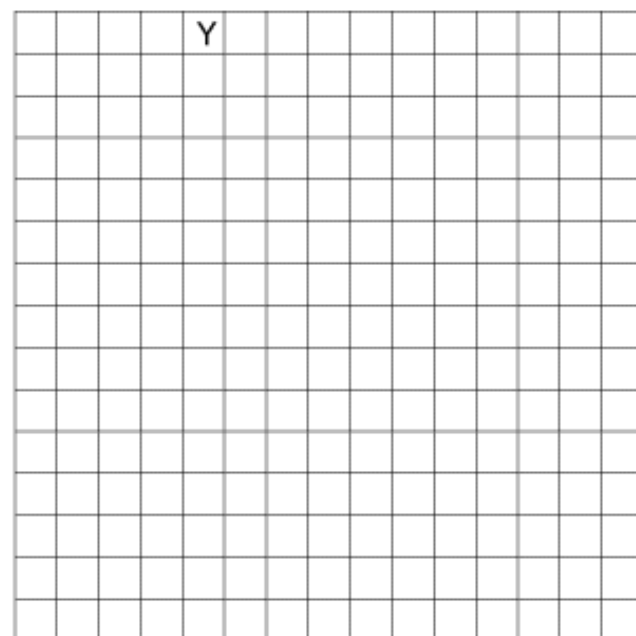
A crossword has been completed and broken into equal sections. The player must rearrange the sections and place each one into its proper place on the blank crossword grid. In each Crossjig a one letter clue is provided in its correct location on the grid which should help you get started in this entertaining, and at times frustrating game.



*Crossjig is designed for lovers of both crosswords and jigsaws.*

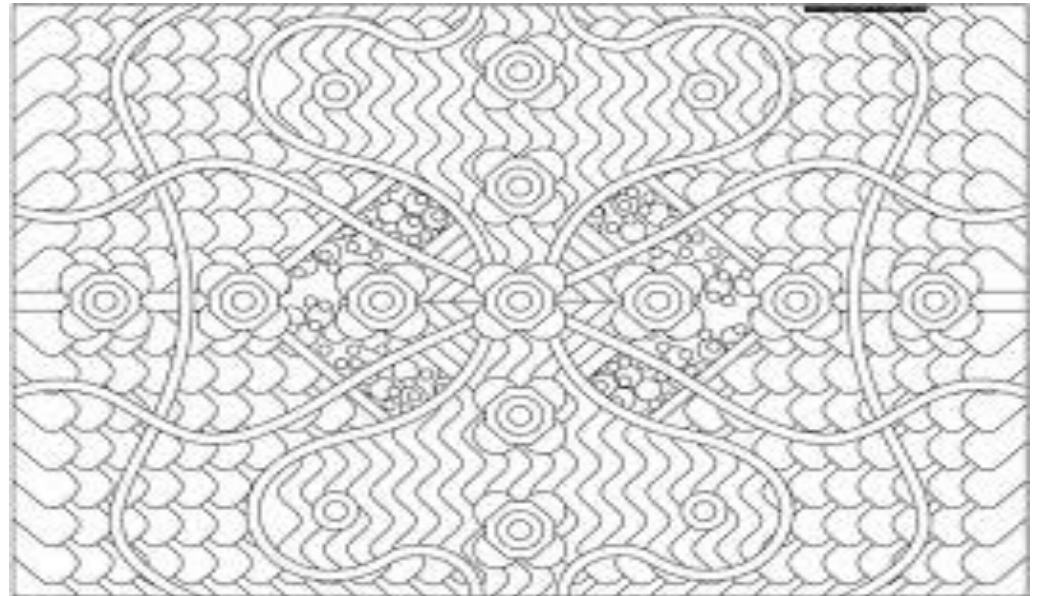
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# Spot the difference

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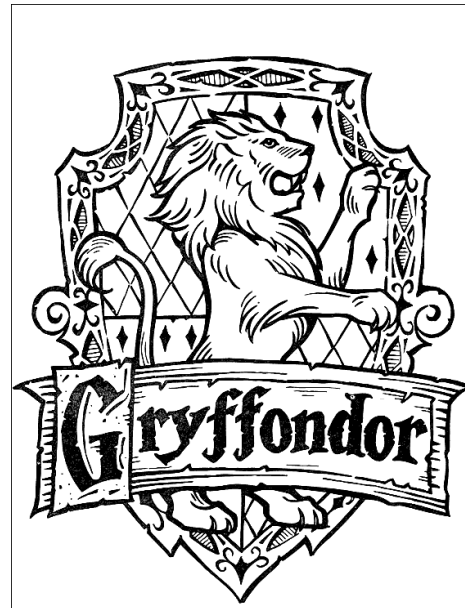
# SARCONE'S VISUAL ILLUSIONS

Can you guess which line of colored squares is most like to the decorative pattern in the middle of the tie: A, B or C?



# SARCONE'S VISUAL ILLUSIONS

Can you guess which line of colored squares is most like to the decorative pattern in the middle of the tie: A, B or C?



## ON YOUR BIKE

Can you find all the words hidden in the grid? Read backwards or forwards, up or down, even diagonally. The words will always be in a straight line. Cross them off the list as you find them.

C E R U T C N U P F X M B S T U N  
 N R O A U T C T I K R I A P E R Y  
 V E W F A Y T H H L E A T G W H E  
 Y F T N F S P O T S I U M H D E K  
 D L D S A R P E U K R G E E L L A  
 S E L F I U O P C N T E H T K M R  
 M C O A M L H A J A L Y T T U E B  
 D T C P R I Y L D G R O N B N T W  
 U O K C L C R A S H B B I N N E P  
 P R W L D L R C I R I K A L T U B  
 M S M N A O H N E C E P S K R O F  
 I S I D H A D T Y B S K T R A I L  
 R W E L I I A C S P R O C K E T S  
 R P X N C W L V E L O D R O M E U  
 O Q Z A K E V L A V H O B E L L N  
 R N T S E L B A C J U M U D D Y I  
 G E A R S E R Y T T B S E K O P S

BELL	FUN	OIL	SUN
BICYCLE	GEARS	PEDAL	TANDEM
BIKE	HELMET	PUMP	TRAIL
BMX	HUB	PUNCTURE	TURN
BRAKE	INDICATE	RACE	TYRES
CABLES	LIGHT	RALLY	UPHILL
CHAIN	LISTEN	REFLECTORS	VALVE
CRASH	LOCK	REPAIR KIT	VELODROME
DOWNHILL	MIRROR	SPANNER	WATER BOTTLE
FAST	MUDDY	SPOKES	WET
FORKS	NUTS	SPROCKETS	WHEEL
FRAME	OFF ROAD	STOP	WIND

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 N R O A U T C T I K R I A P E R Y  
 V E W F A Y T H H L E A T G W H E  
 Y F T N F S P O T S I U M H D E K  
 D L D S A R P E U K R G E E L L A  
 S E L F I U O P C N T E H T K M R  
 M C O A M L H A J A L Y T T U E B  
 D T C P R I Y L D G R O N B N T W  
 U O K C L C R A S H B B I N N E P  
 P R W L D L R C I R I K A L T U B  
 M S M N A O H N E C E P S K R O F  
 I S I D H A D T Y B S K T R A I L  
 R W E L I I A C S P R O C K E T S  
 R P X N C W L V E L O D R O M E U  
 O Q Z A K E V L A V H O B E L L N  
 R N T S E L B A C J U M U D D Y I  
 G E A R S E R Y T T B S E K O P S

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