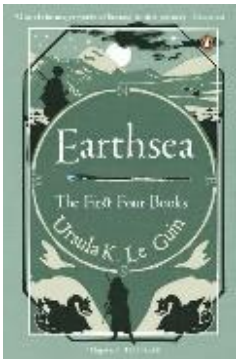


FE Home Learning Tasks 2.



Hi guys, welcome to week 2 of **FE Home Learning** and I hope you are all still keeping well. I have set some more learning tasks based around the second chapter of our book, **A Wizard of Earthsea** by Ursula Leguin.

You can try all of the exercises or just choose what's best for you. Again I have devised a practical writing task, a more creative writing task, a drawing or art based task and a maths task. If you like you can get someone to help you plan how to complete the tasks, or write the words for you while you do the thinking! Don't forget, names and dates on everything please. I am looking into how to use Evidence For Learning (our electronic assessment system, you know, on the iPad and iPods we have in class) to allow you guys to send work back to me so please bare with me and I'll have an update on that for you soon.



Writing task 1.

There are lots of new and strange words in the story. Some are words you just may not have heard before, and some are words invented by Ursula Le Guin to make her imaginary world richer and more interesting.

- a) Read these words from the story and **put as many of them as you can into alphabetical order**. If it helps you can write out the alphabet like we sometimes do in class when we are doing dictionary work.
- b) When you have done that, **look up the words in a dictionary** if you have one, and write out their meaning. If you don't have a dictionary you could try looking them up online.

The words are:

mage, archipelago, Knoll, Wizard, Harbourmaster, goatherd, Roke, sorcery, enchantress, rune, herbs, Fourfoil, spirits, summon, lore, Havnor, clot, shadow, spell, oaken, staff, radiance.

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

c) I've put in some words that I think were **invented for the story**, so might not be in the dictionary. Can you see which ones they are?

Writing task 2.

a) You want to go and study at the **school for wizards on Roke Island**. Fill in the form below to tell them your personal details. Use your **real life details**, even though it's pretend.

Full Name:	
House/flat number:	
Street:	
Town:	Postcode:
Phone number:	

Your application will be read by the Archmage who's like the Jacqui Warne of wizards. Please write five sentences to tell him:

- Why you want to be a wizard.
- What spells you are wanting to learn.
- Why you think Roke School for Wizards is the place for you.
- When you qualify as a wizard, will you use your powers for good or evil?
- Please tell us why.

Remember to write in whole sentences that make sense on their own, check your spelling and punctuation and write so others can read what you've written. **If you get on a roll you can of course write more than five sentences.**



Click on this Picture!

(Control+Left Mouse Button)

Drawing task.



In chapter 2 we hear how **Ged** wants to impress a girl he's met so he takes his master's **book of spells** without asking and accidentally summons a **shadow creature**.

I would like you to illustrate this scene, showing Ged with the book and the shadow watching him from the corner of the room. You can listen to the story again to get ideas but the main things that need to be in your illustration are **Ged**, the **book of spells**, the **shadow creature**.



Maths task.

Ged has decided to go to the school for wizards on Roke Island so must first walk to Gont Port, then catch a boat to get to Roke. Work out how long it will take him to get there.

1. It is a 25 mile walk from Re-Albi to Gont Port. If Ged and Ogion walk at a brisk 10 miles per hour **how long will it take them to get there?** (Remember; every hour they go 10 miles in distance).

Give your answer in both hours and minutes. If you can, try to show how you worked it out.

2. It takes 3 days to sail from Gont to Roke Island, a journey by ship of 216 miles. **How many miles must the ship travel each day to get there?**
3. Each oarsman can row for 8 hours at a time, then has to change shifts with the next lot of oarsmen. **How many shifts will there be during the ship's journey to Roke?** If you need a clue think how many hours there are in a **whole** day.

When you have done as much as you can you can use a calculator to check your answers.

