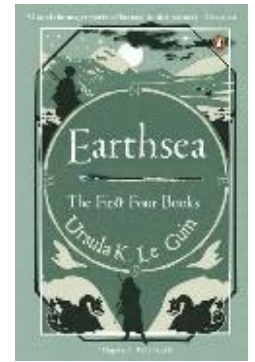# FE Home Learning Tasks 9.

Hi guys, Welcome to **week 10** of **FE Home Learning.** I have set some more learning tasks based around the **10th** chapter of our book, **A Wizard of Earthsea** by Ursula Leguin. The chapter is called, **The Open Sea.**

You can try all of the exercises or just choose what's best for you. There is a **creative writing task** and a more **practical reading one**, and this week's art task involves **storyboarding**, which we've done when making films at college. For maths we are looking at some **patterns and sequences with the Master Patterner**. 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 have found some more illustrations for **Chapter 10** of the book and will continue to show them here so you can see how other artists have interpreted the story.
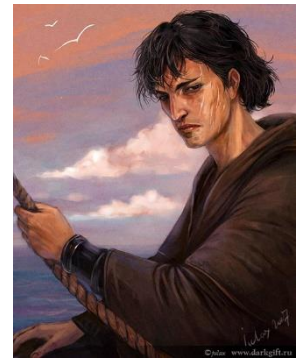
The two illustrations here show Ged confronting the shadow creature. The illustrators have taken very different approaches. One uses traditional techniques such as pencil and ink wash, while the other uses modern computer graphics techniques to blend images. Which do you think is which?

Writing task 1. Do this task writing as yourself, about the place you really live.

> The **magazine** 'Devon and Devonians' wants you to write an **article** about your **local area**.
>
> It wants to know what you **like and dislike** about the area where you live.
>
> It wants to know if the people are friendly and **what things there are in the area**, such as a community centre, local shops, bus routes, parks or play areas.

Write an article about your local area for the magazine.

In your article you could include:

- what you **like** about the area where you live

- what you **dislike** about the area where you live

- what your **neighbours** are like

- what there is for **young people**

- what there is to do for **families with young children.**

- how **easy** it is to **get to places**

- how you think the area could be **improved**
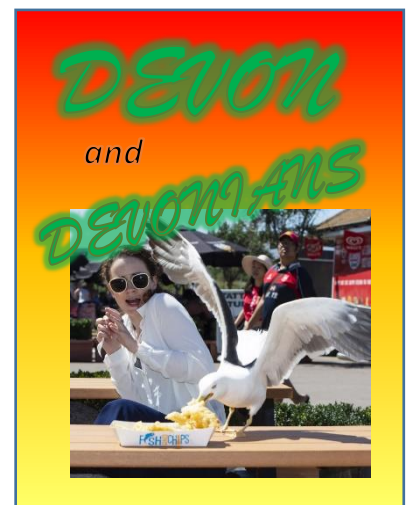
Plan and draft your writing before you write your final response.

In your final response write complete sentences using joining words (conjunctions), for example: **and, as, but, or**.

Check your spellings.

Remember to use capital letters, full stops and question marks where you need to.

Write notes and ideas about what to include here.

Cont…

Use this box to write your draft. You can work on paper if you can't print it off.

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Write your final article here:

My local area

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Reading Task 2.

1. You read this text:

Different ways to travel around Earthsea

When deciding the best way to travel you need to think about the cost, how long the journey will take and if you are going alone or with someone.

Flying in hawk form
More people are flying in hawk form today, as it is good exercise and does not cost anything as long as you know the spell. Remember not to spend too long as a hawk though!

Horse and cart
These are popular and can be used every day for short or long journeys, but they cost a lot to run as horses eat a lot.

Small fishing boat
Small boats are a cheap way to travel and ideal for short journeys between islands. There are mooring places in all coastal cities, towns and most villages.

40 Oar trading galleon
Galleons are good for longer journeys and can be much cheaper than travelling by passenger ship, but are not as quick as they stop everywhere to trade.

On the back of a dragon
Dragons are good for both short and long journeys. It is easy to relax on their backs and you can read or work while they fly. Not all towns and villages like dragons though, so choose where to land very carefully.

2. Write your answers on the lines below.

According to the text, name **two** things you should think about when deciding how to travel.

……

……

3. According to the text, which one of these statements is true?

1. Put a tick ✓ in the correct boxes.

A	A horse and cart is cheap to run.	
B	All coastal towns and cities have dragons.	
C	There are mooring places in all coastal cities and towns	
D	All towns have galleons.	
E	Galleons are slower than passenger ships.	
F	Very few coastal villages have mooring places.	

According to the text, it is better to travel by Trading Galleon than Passenger Ship if you want to:

2. Put a tick ✓ in the correct boxes.

A	Have a quicker journey.	
B	Hop between islands on short journeys.	
C	Stop often to trade.	
D	Save money with a cheaper journey.	
E	Meet untrustworthy people named Skiohr.	

3. Write your answers on the lines below.

According to the text, name **two** things that are good about travelling by dragon.

....

....

4. Write your answers on the lines below.

Why are more people flying in hawk form these days?

....

....

Storyboarding task.

Imagine we are **making a film of 'A Wizard Of Earthsea'**. Use the **storyboarding templates** on the next pages to **design a storyboard** for the scene from the book where **Ged finally meets the shadow** that he loosed on Roke Knoll all those years ago.

Here are the elements to include. I've written them into the text lines of the first storyboard template. There's also a blank one for you to write in your own descriptions if you prefer.

- ❖ Ged and Vetch run aground on a sandy island while sailing in the boat 'Lookfar'.

- ❖ Ged gets out of the boat and walks across the sand. His staff is glowing with a bright white light.

- ❖ Ged and the shadow see each other from a distance.

- ❖ They approach each other until they are face to face. The shadow takes on different forms, people and monstrous faces.

❖ Ged holds his staff up high. It burns now with a fierce radiance, illuminating everything. The shadow is a dark silhouette against the light.

❖ Ged says the shadow's name, 'Ged'., and the shadow says it in unison (at the same time).

❖ Ged and his shadow, light and dark, merge together as one.

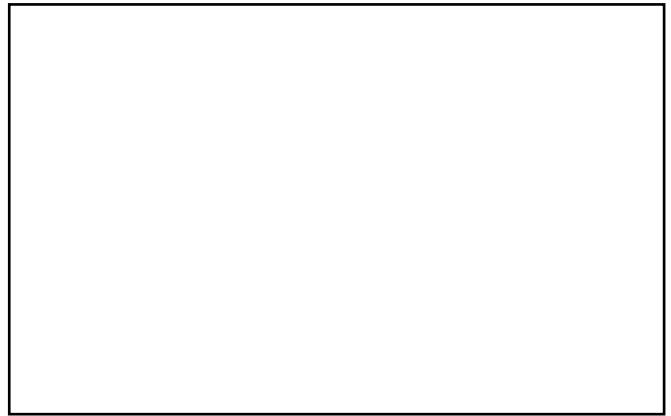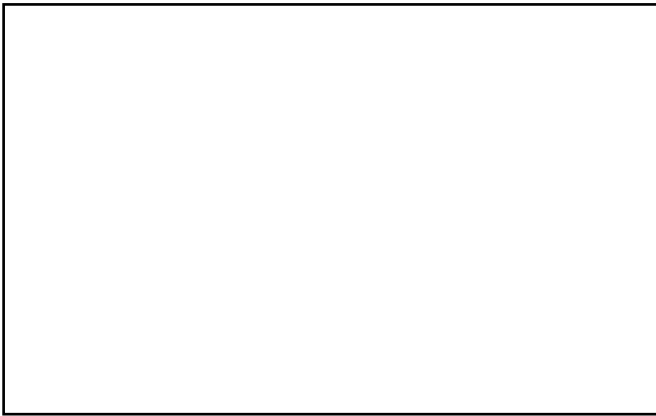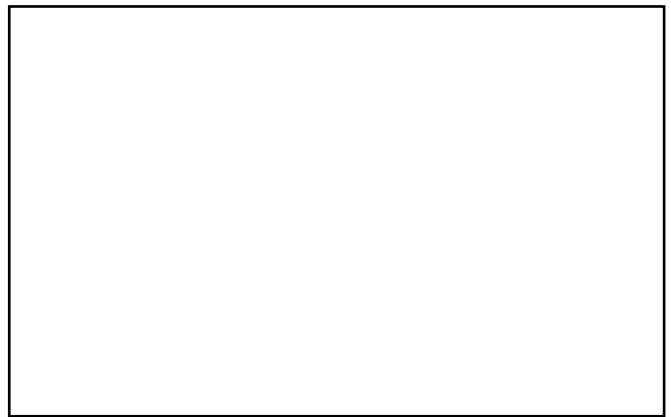❖ The island disappears and they are in the sea again. Vetch pulls Ged into the boat and they sail away.

Draw your pictures. Use light and dark to try and make them exciting, so the director can see the drama of the scene:

# A WIZARD OF EARTHSEA CLIMATIC SCENE; GED AND THE SHADOW MEET.
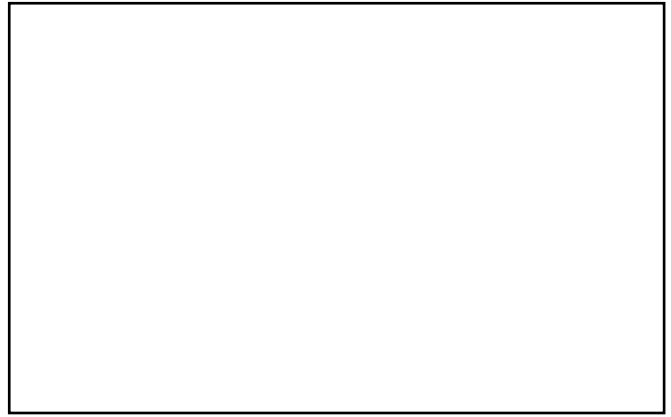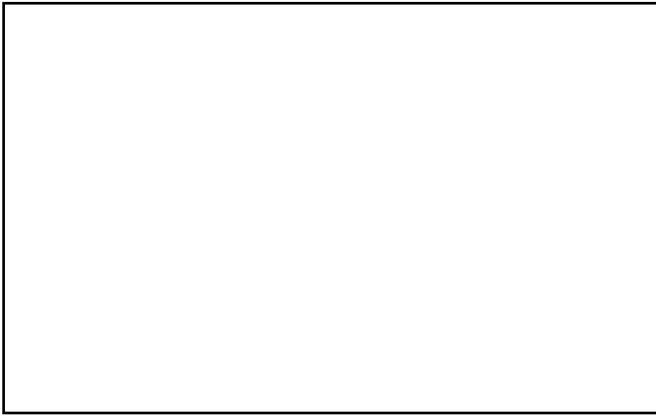
1. Ged and Vetch run aground on a sandy island while sailing in the boat 'Lookfar'.

2. Ged gets out of the boat and walks across the sand. His staff glows with a bright white light.
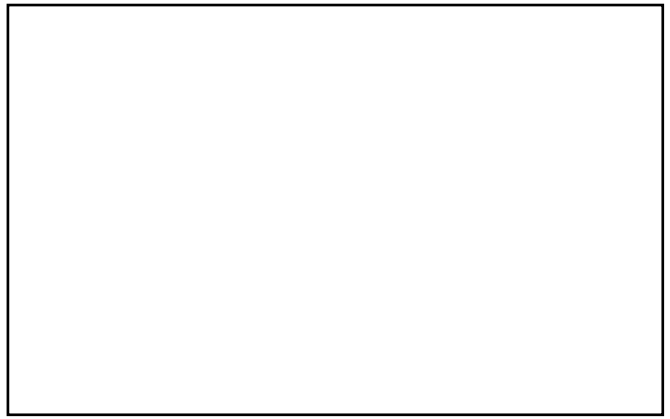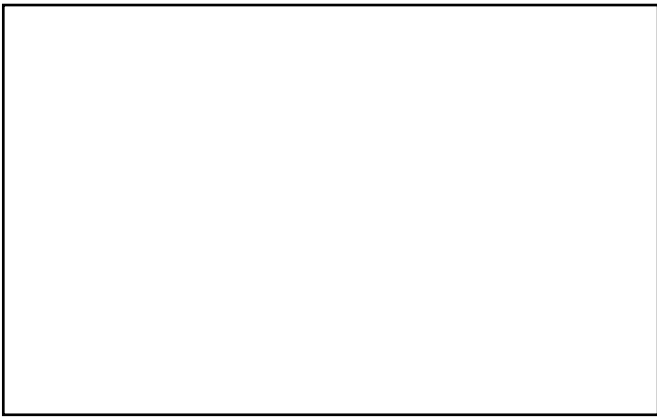
3. Ged and the shadow see each other from a distance.

4. They approach each other until they are face to face. The shadow takes on different forms, people and monstrous faces.
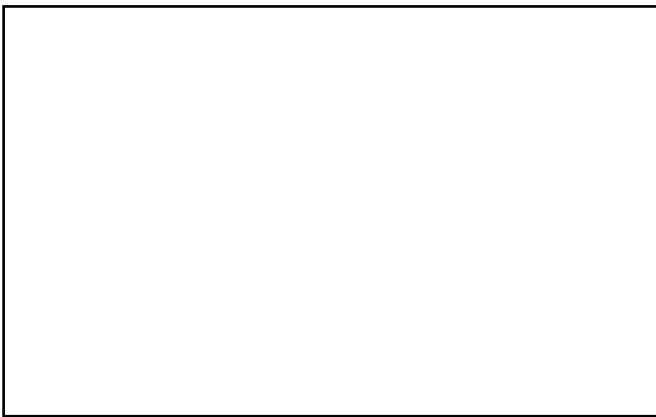
5. Ged holds his staff up high. It burns now with a fierce radiance. The shadow is a dark silhouette against the light.

6. Ged says the shadow's name, 'Ged', and the shadow says it in unison (at the same time).

7. Ged and his shadow, light and dark, merge together as one.	8. The island disappears and they are in the sea again. Vetch pulls Ged into the boat and they sail away.

I've put up a separate blank storyboard template for those who might like to write your own words for your pictures. It should be next to this in the home learning folder labelled;

EARTHSEA BLANK STORYBOARD TEMPLATE

Maths Tasks Week 10.

Greetings Students! It's the Master Patterner here, from the School of Wizardry on Roke, The Isle of the Wise.

So I can see what you're made of I have set a number of **devious problems for you to solve.** They all involve **patterns and sequences**, first with numbers and then with shapes**.**

Your job is to look at each sequence and **decide how to fill in the missing part or parts.** Here's one as an example:

2   4   6   8   __   __   14   so you would fill in   2   4   6   8   10   12   14

Here are some number sequences for you to complete:

a) 12   14   16   ___   20   22   ___   ___

b) 21   23   25   27   ___   ___   ___   35

c) 3   5   7   ___   11   ___   15

d) 5   10   15   ___   ___   ___   35

e) 58   56   54   52   50   ___   ___   44   42   ___   ___   36

f) 4   14   24   34   ___   ___   64

g) 4   9   14   19   ___   29   34   ___

h) 28   25   22   19   ___   ___   10

These next couple are a bit tricky. *Good luck!*

i)   1   2   4   7   11   16   ___   29   37   ___   56

j) 2   4   ___   16   32   ___   128

Try these sequences with shapes: They look easy at first glance but there is often more to the pattern than first meets the eye! Some involve shapes and their properties, others involve numbers and some are purely visual. See how you go.

Here's a clue for the first one; Check how many sides each shape has....

Shape Sequences

	Shape Series	Options
1.	△ □ ⬠ ⬡ ___	▭ ☆ ○ ○ ⬭
2.	▭ ▱ ◇ ▯ ___	▱ ◇ ▯ ▯ ◇
3.	[•] [••] [•••] [••••] ___	[••] [•] [•••] [•••••] [••]
4.	○ ◎ ◎ ◉ ___	◉ ◎ ◉ ◎ ○
5.	▦ ▦ ▦ ▦ ___	▦ ▦ ▦ ▦ ▦
6.	🕛 🕐 🕒 🕗 ___	🕔 🕖 🕕 🕛 🕗
7.	∠ ∠ ∠ ∠ ___	∟ ⟍ ∠ ∠ ∠
8.	∟ ⊥ ⊥ ⊥ ___	∟ ⌐ ⊥ ⌐ ⌐
9.	🕐 🕚 🕙 🕝 ___	🕝 🕐 🕚 🕘 🕜
10.	▢ ◿ ◿ ◺ ___	▢ ◺ ◿ ◣ ◜
11.	[••] [•••] [••••] [•••••] ___	[•••] [••••••] [•••••] [••••] [•••••]
12.	☆ ☆ ⬠ ⬡ ___	☆ ☆ ○ ☆ □

That's it for this week, hope you enjoyed it!

See you next time for more magic and creativity.