

## Homework Tasks (Year 6):

- **Comprehension:** Please complete – and mark – ‘Stef Reid’ on pg.2 and 3 of this file. Answers can be found on pg.4. Your responses should be recorded in your Homework Jotter provided by school.
- **GPS:** Please read ‘Game Wars’ on pg.5 of this file then answer – and mark – the ‘Word’ and ‘Sentence’ questions on pg.6 and 7. Answers can be found on pg.8. Please use these to help work out how to answer any questions you are unsure about. Your responses should be recorded in your Homework Jotter provided by school.

***Please ensure your completed homework is handed in at school on  
Wednesday 26<sup>th</sup> June.***

- **Spelling:** A spelling test on **Summer 2 Week 3** list of words will take place next **Friday**. The list of words is available separately on the Woodpecker Class page of the school website. Please log onto Spelling Shed to support practice at home.
- **Multiplication Facts:** A test of a variety of multiplication facts will take place every **Thursday**. Please practise all facts up to 12 x 12.
- **Reading:** You are expected to do **at least 20 minutes** of independent reading at home, **every day**. *Please remember to log all new books read – both those at home and at school – in our class reading log as there are no home reading records in Woodpecker Class:*



## STEF REID

When Stef Reid was born in 1984, it was to a Scottish father and an English mother. Even though she was born in New Zealand, her family moved to Canada when she was only four. By the time she began competing in athletics events, she was eligible to compete for any of three countries!

Sports always featured heavily in Stef's life. She was an avid rugby player and, by age 12, had set her sights on competing with the best. Unfortunately, that all changed when she was 15 years old.

Visiting a friend at a lakeside cottage in Canada, Stef went out onto the lake to take part in some watersports. One of the things she did was ride on an inflatable ring whilst being pulled by a boat. It is common for people to come off the ring during these fun activities, but this time nobody noticed where she had fallen in. As the boat came back looking for her, the driver failed to spot her. She dived below the surface to dodge the boat, but the propeller caught her, slicing into her leg, glutes and back. It almost cut her in half, she is quoted as saying.

She made it to the hospital, where a surgeon saved her life, but he had to amputate her right leg below the knee. Not only was she lucky to be alive, but she had avoided any spinal injuries.

Following her recovery, Stef wanted to get back into sport, but she was told that rugby wasn't an option because the referees were worried that her prosthetic leg might injure other players. Instead, she turned her attention to her education. She attended Queen's University in Canada, where she studied biochemistry. Whilst there, she decided to join the university's athletics team to see how fast she could still run with her artificial limb. It turned out that she was pretty fast! Once she graduated, she put her career on hold and decided to pursue her childhood goal of being a professional sports star.

Stef won her first Paralympic medal at the Beijing Games in 2008, where she competed for Canada. She claimed bronze in the 200-metre sprint. Athletes in the Paralympics are grouped by different classifications, which are given a letter and number. These ensure that people with similar disabilities are competing against each other. Stef competed in the T44 category, which is described



as for people with a “single, below knee amputation or an athlete who can walk with moderately reduced function in one or both legs”.

By the time the Paralympics came to London in 2012, Stef had switched allegiance to Great Britain as both of her parents are British. There, she won a silver medal in the T44 long jump event. This was followed by another silver medal in the same event at the 2016 Rio games and a gold at the 2017 World Championships.

Outside of her athletics, Reid became one of the first disabled models in a Debenhams advertising campaign, became the first amputee to model and walk on the London Fashion Week catwalk, worked hard for charities and competed in 2022’s Dancing on Ice TV show.

## RETRIEVAL FOCUS

1. Which sport did Stef love to play as a child?
2. In which country did she have her accident?
3. Where did Stef go to university?
4. In which category does she compete?
5. In which sport did she win her first Paralympic medal?

## VIPERS QUESTIONS

**S**

Why was Reid able to choose from three different countries to compete for?

**I**

What information in the text gives you the impression that Stef is tough and perseveres?

**S**

How do Paralympic categories help to keep events fair?

**V**

Place these three words in order of severity:

**moderately**

**severely**

**mildly**

**V**

What does “prosthetic” mean?

Answers - Stef Reid:

1. Rugby
2. Canada
3. Queen's University / Canada
4. T44
5. 200-metre sprint

S: Her parents were British, she was born in New Zealand and grew up in Canada

I: She overcame her amputation, went back to sport and achieved her dream

S: They make sure that people competing against each other have similar abilities

V: Mildly      moderately      severely (accept in reverse order)

V: Artificial/fake/man-made

Nowadays, most people will have heard of Nintendo, but for a while, a console war raged between Nintendo and their main competitor, Sega.

Nintendo started the process when it released its NES system in the United States in 1985. They took a large share of the US computer games market, even after Sega released their Master System in 1986.

By the 1990s, Sega was desperate to win customers from Nintendo, but nothing they did seemed to work. Nintendo had its own best-selling character in Mario, and people just kept flocking to their computers. Sega knew that their only option was to create a character of their own and to try to appeal to a slightly older market than Nintendo, who aimed for younger children.

Enter Sonic the Hedgehog.

Sonic was designed to be cooler than Mario and was given a bad attitude. The Sega Mega Drive was much quicker than Nintendo's SNES, so Sega made Sonic extremely quick to show off the new machine's capabilities. They also made their system cheaper than the SNES, which made it more attractive. Sega was finally able to make a dent in Nintendo's market.

When Sony released the PlayStation in 1994, they quickly

# FOCUS ON - WORD

**1** Identify whether the following words are singular or plural nouns, or neither.

adjective	comparative adjective	superlative adjective
	quicker	
large		
		oldest
	younger	

**2** Complete the sentences by writing a word formed from the root word create.

Sega were \_\_\_\_\_ and introduced their own character, Sonic.

The \_\_\_\_\_ of Sonic the Hedgehog finally meant that Sega made a dent in Nintendo's dominance in the games market.

**3** Draw a line to match each of the words to its correct antonym.

most
enter
release
try

depart
relinquish
least
retain

# FOCUS ON - SENTENCE

## 1 Underline the relative clause in this sentence.

Sega knew that their only option was to create a character of their own and to try to appeal to a slightly older market than Nintendo, who aimed for younger children.

## 2 Identify the different verb tenses.

Write an answer in each box.

Most people will have heard of Nintendo, but for a while, a console war raged between Nintendo and their main competitor, Sega, who were breaking into the games industry.

past progressive

past

future perfect

## 3 Which modal verb needs to be included in the sentence below?

Tick **one**.

Sega knew that they \_\_\_\_\_ create a character of their own and to appeal to a slightly older market than their rival.

- could
- must
- may
- will

## 4 Underline the subject in the sentence.

Sonic was designed to be cooler than Mario.



## Answers - Game Wars

### WORD

1. quick, quicker, quickest

large, larger, largest

old, older, oldest

young, younger, youngest

2. Sega were creative and introduced their own character, Sonic.

The creation of Sonic the Hedgehog finally meant that Sega made a dent in Nintendo's dominance in the games market.

3. most – least

enter – depart

release – retain

try - relinquish

### SENTENCE

1. Sega knew that their only option was to create a character of their own and to try to appeal to a slightly older market than Nintendo, who aimed for younger children.

2. will have heard – future perfect

raged – past

were breaking – past progressive

3. 2nd option – must

4. Sonic was designed to be cooler than Mario.