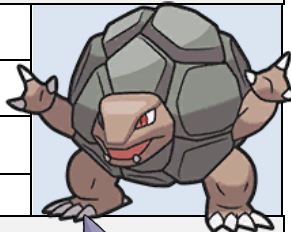





Summer 2 Spellings – Year 6

Pokémon

		<i>Week 1 (06/06) RECAP</i>	<i>Week 2 (13/06) RECAP</i>	<i>Week 3 (20/06) RECAP</i>	<i>Week 4 (27/06) RECAP</i>	<i>Week 5 (04/07)</i>	<i>Week 6 (11/07) RECAP</i>	<i>Week 7 (12/07)</i>
	1	riding	asking	appreciate	achievement	No Spellings (London Camp)	principal	No Spellings
	2	timer	fastest	appreciation	amazement		principle	
	3	painful	floated	creating	beautiful		proceed	
	4	independent	hunter	cycling	careful		precede	
	5	recycle	jumped	faded	deceitful		weary	
	6	pleasure	lightening	famous	definitely		wary	
	7	curious	lighting	communicate	flavourful		bridle	
	8	irresistible	thoroughly	community	government		bridal	
	9	climb	borough	committee	immediately		stationery	
	10	castle	plough	harass	judgement		stationary	
	11	relevance	drought	occur	lateness		practise	
	12	amazement	boughs	creation	thoroughly		practice	
Golem must learn these 4 spellings	13	beginning	accompany	according	aggressive		immediately	
	14	familiar	ancient	apparent	attached		opportunity	
	15	cemetery	available	average	bargain		necessary	
	16	yawning	category	cemetery	communicate		vehicle	
Gengar must learn these 4 spellings.	13	of	and	buy	words		everyone	
	14	one	had	about	out		again	
	15	know	other	could	people		through	
	16	no	way	by	many		couldn't	

All year 6 children must practise the first 12 spellings, which contain the spelling rule taught that week; everyone will be tested on these on Friday. Every year 6 will also be put in a spelling group (Golem or Gengar for the Summer Term). They must practise these four additional spellings, so that they learn 16 spellings in total each week.