Year 4 Term 4 Homework, challenges and home learning



Weekly Homework: These tasks are expected to be completed weekly on Purple Mash and are not optional.

Spelling: Daily quizzes and a spelling sheet will be set on Purple Mash.

Reading: Please read at home daily and bring your reading book & reading diary in with you every day.

Math Homework: Please complete the Math tasks set on Purple Mash each week. These tasks could consist of uploaded worksheet, quizzes, or problem solving & reasoning challenges etc.

All homework is set on a Friday and is due in the following Thursday. Spellings will be tested in class every Thursday.

You may choose any of the following activities below in addition to your weekly homework task if you would like to. Challenge yourself! Can you complete at least one spicy activity? We will celebrate your wonderful work in class!

	English	Maths	Topic – Anglo-Saxons & Vikings	Science: Pupil-Led Investigations	Art/DT
Mild	Unicef have an 'Article of the Week' from the UN Convention on the Rights of the Child to help with home learning. From the following link, choose one of the articles that interests you. Download the PowerPoint for one articles and choose a writing activity from it.	Practice your times tables on TT Rockstars or Hit the Button.	Complete the activities and quizzes on Vikings on BBC Bitesize. You could carry out your own research and create a booklet about the Vikings (you could use what you've already learnt in Term 3 to help you).	Complete the activities and quizzes on Working Scientifically on BBC Bitesize.	Have a go at making a cereal box Viking helmet. This link also has some other great craft ideas!
Hot	Write a diary entry of what it was like living in the Viking times. Imagine you are on your way from Scandinavia to invade Britain! How are you feeling? What's it like travelling across the ocean on a longboat? What's going to happen when you reach the shore of England?	Play some fraction & decimal games on TopMarks.	Find out about Viking Longships – how they were built and their special features. Google 'Viking Longships KS2'. Make notes and then create an information poster showing what you know with writing, illustrations, and maps.	British Science Week is the 8 th -17 th March this year. The theme is 'Time'. Have a go at some of the activities in the primary activity pack.	Make your own Viking Longship model. Be creative with the design on the sail and the dragon head on the prow! Here's a template to get you started or you can just make your own from cardboard!
Spicy	This term we will be reading 'How to Train your Dragon'. Use a map template to design a location for a new part of the story. Write a description of this location using a range of vocabulary and then write the story which is based there.	Make a fraction wall to help you practice your equivalent fractions. Here's some examples to help you get started.	Find out about Jorvik. Where is it and why was it an important place for Vikings? What evidence is there that Vikings once lived and worked in Jorvik and what is it called today? What was Jorvik like in Viking times? Complete a page of topic work about Jorvik and include a small map and an illustration.	In school, we will conducting our own pupil-led experiments. At home, you can conduct more of your own pupil-led investigations. There are lots of ideas on this website: Easy Science Experiments You Can Do at Home or at School (sciencebob.com). Please find in the web link further instructions on how to conduct the experiments. Have a think about what 'question' that experiment is investigating and intending to hopefully answer. If you would like to, you can think of an investigative question based off your own interests that you would like to find out the answer to. Using your scientific skills, try to ensure as much as possible that your experiment is a fair test.	Have a go at making some Viking bread! What does it taste like? Kids in the Kitchen: Viking Bread Recipe Raising Lifelong Learners

If you have any questions please speak to your class teacher.