



Home Learning

Year: 4

Literacy	Numeracy
<p>Choose an animal story:-</p> <ul style="list-style-type: none"> Choose an animal from that story - choose 10 words to describe the character, including how they move (verbs and adverbs) Write a character description Write a setting description of where they live Draw a picture of the character and their environment Write a different ending to the story 	<ul style="list-style-type: none"> Choose a number of items. Give them each a value (£.p) and calculate change from £10 <ul style="list-style-type: none"> Challenge: Using the items what is the closest total you can get to £10 What is the highest position you can reach in your class/school/ (J2Blast Hwb) Do some home baking. Think about weight, measurements, time, fractions, percentages etc Practice your times tables (learn one you didn't know before), some ideas to help Practice telling the time (analogue and digital) <ul style="list-style-type: none"> Calculate start and finish times (hours and minutes)
Other Suggested Activities/Websites	Key Messages
<p>World e reader (free e books, takes a little while to load) https://www.turtlediary.com/game/typing-ninja.html (typing game) https://mathsframe.co.uk/en/resources/resource/116/telling-the-time www.oxfordowl.co.uk www.ictgames.com www.teachyourmonstertoread.com https://www.twinkl.co.uk/resource/t2-s-727-water-cycle-game</p>	<ul style="list-style-type: none"> Activities can either be completed online or in the book provided. Should the school be closed for longer than the initial two weeks, other home learning activities will be sent via email.