

Bowes Primary School



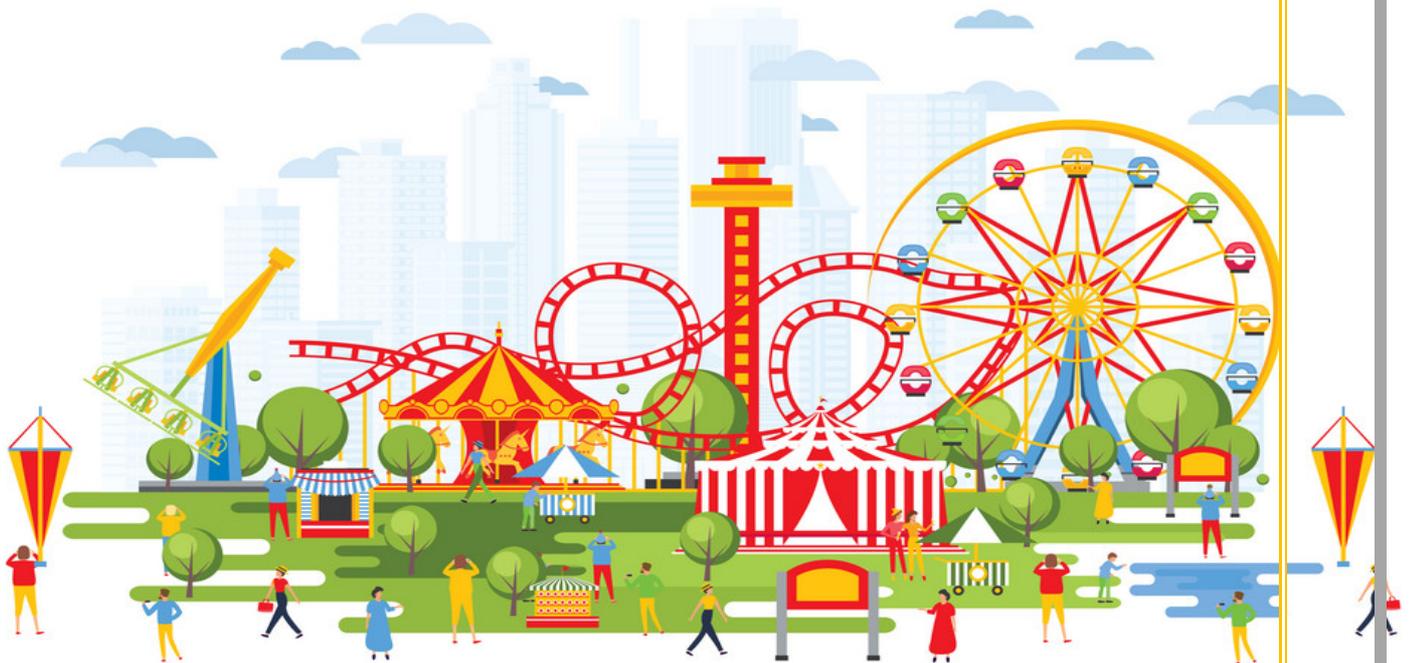
Home Learning Pack

- We have provided several tasks that will support your child's learning during the current school closure.
- Many of the tasks are based on what the children would have been studying in class.
- Work can be recorded in your child's Home Learning book where appropriate.
- As teachers will not be able to oversee or feedback on this work, any support you can provide will be helpful.

Year group: 4

Curriculum area	Tasks
Reading	<ul style="list-style-type: none">• Continue to read for at least 20 minutes each day. Record this in your reading record. If you find any tricky words, add them to the list in your reading record. You could find the definition by using a dictionary. You may also want to find a synonym using a thesaurus.• To support your reading, you could write a character description, a book review, a prediction, questions you have about the text and/or drawing what you visualise. Use the book you are reading as your text.• Reading comprehension:<ul style="list-style-type: none">- Comprehension 1- Chapter 4: Courage and the Cat
Writing	<ul style="list-style-type: none">• To write a persuasive letter to the Spanish government addressing your views on whether or not you believe bullfighting should still happen. Include:<ul style="list-style-type: none">- Fronted adverbials (e.g. surely, certainly, understandably,)- Conjunctions (e.g. and, or, but, because, although)- Facts, questions, complimenting.- Your address and recipient's address- Greeting (e.g. Dear John)- Your main arguments- Who is the letter from? (e.g. Yours sincerely, Ben)
Maths	<ul style="list-style-type: none">• Problem solving questions related to the 4 operations (addition +, subtraction -, multiplication x and division ÷). Reflect on your learning about fractions and decimals as well to support you. Use websites such as BBC Bitesize and TopMarks to support you.• Practice your times tables up to 12 x 12 using Times Tables Rockstars. Make sure that you complete 'soundcheck' at least twice a day. Use 'garage' to practice your times tables knowledge.
Topic based project based on research	<ul style="list-style-type: none">• You will be creating your own theme park in Spain. Use your geographical knowledge and what you have learnt in your Learning Quest lessons to support you with this project. Please see attached checklist for ideas.

Design a Theme Park



You will be creating and becoming the owner of your own theme park in Spain. Running a theme park isn't easy, there are a lot of things that need to be covered but with this list below, we think you stand a good chance. GOOD LUCK!

Task	Ideas
What is the name of your theme park? <ul style="list-style-type: none"> - It should be catchy and easy to remember. - Could you choose a name in Spanish? 	Think of Spanish words that you know. You could use google translate to help you with more ideas.
Where will it be located? <ul style="list-style-type: none"> - Will it be near a physical feature? (river/mountain etc.) - What city/town is it in? (You could use an atlas/Google maps to find a city in Spain). - What will the climate be like? 	You could draw where it is located. You could print/draw a picture of Spain and label where it is. You could write down a weather forecast for the area that your theme park is in.
What rides will you have? What will they look like? <ul style="list-style-type: none"> - Will they be fast? - Will they be themed? - Will they be very high? 	You could draw your rides and label them. You could use colours to improve your design. You could make a model of one of your rides using recyclable material.
What food will you serve? <ul style="list-style-type: none"> - Will you serve Spanish dishes only? - Will there be desserts and snacks? - How much will it cost? 	You could create a menu using the computer/tablet or hand write one.
How will you promote your theme park? <ul style="list-style-type: none"> - Will you make a leaflet? A poster? A TV advert? 	You could write a script for a TV advert or take a video/pictures of it. You could create a poster or leaflet. Think about persuasive language and an eye-catching design to convince people to come to your theme park.
What is the layout of the park? <ul style="list-style-type: none"> - Will there be many paths? Entrances/exits? - Where will your toilets, shops, information points be? 	You could draw a map of the park and label it. You could write instructions for visitors coming to your theme park.

Comprehension 1

Clare was sad. She had a painful graze on her knee. Somebody had pushed her and she had fallen onto the rock-hard playground floor. She fumbled in her pockets, hoping to find a plaster or even a tissue that she could dry the blood with. No luck. She found a rock. She didn't want to think about rocks. They were the whole reason why she was hurt in the first place. Clare threw the rock as hard as she could away from where she was sitting. PLONK! PLONK! It hit the ground and then bounced off the ground and sat on the swing waiting for Clare to get up and open it. It wasn't a rock at all. It was something else. Something special.

1. Read the text again. Add 7 adjectives to make it interesting.
2. Add 3 connectives to make the text fabulous!
3. Look at the last 4 sentences. What suspense does it give and how?
4. Look closely. Write down the onomatopoeia. Why was it used?
5. Why is Clare sad?
6. Why do you think Clare threw the rock as far away from herself as she could?
7. There are 3 main nouns in this text. Find them.
8. Now write a descriptive paragraph for each of these nouns.
9. a) Choose a noun.
9. b) Draw a picture of it if you can.
9. c) Colour it in.
9. d) Looking at the colours and the drawing, see if you could add a sentence with 2 adjectives and a conjunction to your description.

Chapter Four: **Courage and the Cat Comprehension**

When Grandma and Zephyr returned to the canal path several hours later,

Friendship wasn't where the dog had left her.

'She must have gone back to the boat like I suggested,' Zephyr thought.

A mean-looking ginger cat instantly caught her gaze. "Lost something?" she purred whilst licking her paws clean.

Zephyr was petrified of cats. She had been hissed and spat at by many in the past and so she avoided them at all costs. The tone that this cat had used to ask the question, made the yellow Labrador shudder, but she tried to look brave and answered rather quickly.

"No thank-you. I haven't lost anything, thank-you." Then she speedily padded after Grandma who had gone some way ahead up the tow path towards Alice Grace.

As soon as they reached the boat, Zephyr raced on to check the surrounding water for her friend. Nothing. She leapt onto the bow deck to sniff around the duck shelter. "Friendship, are you there?" But there was no reply or fresh scent of a duckling on board.

Grandma soon noticed the missing duck. "Perhaps she has found her family," she said, but the Labrador knew that this was not possible.

Suddenly the image of the self-satisfied ginger feline came back to her. That cat knew something! Zephyr would have to go back and ask her where Friendship was, but how could she? Firstly, Grandma trusted her to stay close to the boat and not wander off and secondly, she was absolutely terror-stricken by the thought of having to face that bully of a cat!

However, her friend might be in danger; she just had to put Friendship Duck before any of these dilemmas.

Somehow, Zephyr was going to have to convince Grandma to take her back up the towpath. If dogs could speak human, then she knew that Grandma, being the kind and loving owner that she was, would listen attentively and then help her solve the problem, but dogs can't speak human, at least *she* couldn't anyway. Grandma *did* seem to understand her though. For example she always knew when she was hungry, or needed the toilet, or wanted a walk...maybe,

just maybe she could get Grandma to understand her now. So Zephyr began to whine.

Immediately, Grandma came out to see what her dog wanted. "What is the matter?" she asked. Zephyr flicked her head down towards the duck shelter, like she normally did towards a stick when she wanted her owner to throw it for her.

"I know, Friendship has gone, Zephyr," she said.

'She understands me!' thought the Labrador excitedly, so she continued her whines, then leapt off the boat and begun sniffing the path frantically.

"Ah," said Grandma, who really wanted to understand her four-legged friend as she rarely ever whined. "You want your ball!" Then off she went to find it inside the boat, but when she returned with it, Zephyr continued to whine, even louder and sniff the path around her.

"Do you need the toilet?"

'Oh my goodness!' thought Zephyr, ' If I needed the toilet, I would just go to the toilet!' so she increased the volume of her whining to a frantic level, leapt back onto the boat, sniffed the duck shelter, then jumped back off and sniffed then searched.

"Got it!" Grandma cried. Then she shot off back inside to where Zephyr hoped with all her might that she was grabbing her coat so that they could begin the search for Friendship Duck. So when Grandma returned, proudly holding up a biscuit, the poor dog hung her head! However, as soon as Zephyr refused the treat, Grandma knew something serious was afoot. She looked deep into the big, brown eyes of her beautiful dog and Zephyr looked back at her; then the dog turned, left the boat and ran.

Grandma followed.

'Now to face up to the cat!' the dog's stomach turned at the very thought of it. What would that meowing menace do to her? She tried to keep her focus on the path and scenting her friend rather than think about the confrontation that she was about to make with the ginger cat. Grandma was far away behind, which gave her time to make her enquiries. The spot where she had encountered the feline was just ahead. Zephyr kept her nose down on the

path. She breathed deeply. Her belly was in knots. She was going to have to pretend that she wasn't scared, so she quickly lifted up her head and looked

directly towards the place where the ginger cat had been the last time she had seen it. Only when she did this, she was surprised to see a different cat, a Tom with black and white fur and he seemed busy on a search of his own.

"Excuse me," came Zephyr's pretend, confident, but ever so polite voice. The Tom looked up and in doing so revealed a pair of kind, green eyes.

"Who me?" He asked, gently.

"Yes. I'm wondering if you might enlighten me to the whereabouts of the ginger cat that sat here earlier. Only, I think that she may know where my duckling is."

The Tom, whose name was Tommy, looked quite bemused that here was a dog trying to have a conversation with *him*, a cat, and that the dog that was trying to have this conversation with him, had a friend, who just so happened to be a duck! And to top it all off, the dog wanted to make an acquaintance with the notorious Marmalady who was a creature feared by every mammal far and wide!

"Marmalady is with her kittens, well most of them. I have been sent on an errand to find her tabby which has gone astray this evening just. Right little scamp that one, causing his mum nothing but trouble."

"Oh...I see...erm...where is Marmalady to be found? To which house does she belong?" Zephyr could hardly believe that she had maintained her composure with this cat, although really, he was actually quite likeable.

Tommy stopped at this question. "Marmalady has no home dog; she was badly neglected by her previous owners: never fed properly, roughly treated by the humans in her house and then when they discovered she was carrying kittens, they threw her out! She just roams the village now, looking for scraps to eat and finding a safe place to shelter where she can. She is nesting under the bush near the bridge at the moment." The Tom cat nudged his head in the direction of Marmalady's whereabouts.

By now, Grandma had caught up and was quite out of breath. She was just about to march Zephyr back to the boat, when she suddenly felt something clawing at her trouser leg. She glanced down and there was the missing, little tabby kitten, who was fascinated by a loose thread and was flicking it with its tiny claws.

Zephyr looked at the tabby and knew exactly what she had to do! Quickly, she mouthed the kitten and sprinted towards the bridge. Grandma couldn't quite believe what was happening and watched on as her dog disappeared once again.

The little tabby wriggled and squirmed in the clasp of the dog's jaws. "Hey you, let me down! Let me down!" he squealed, but Zephyr carried on. She crossed the bridge to the other side of the water and sniffed the air for the scent of the ginger cat. Her pink nose with its solitary freckle, did not let her down and she located the spot immediately. Marmalady was waiting. Zephyr's heart pounded.

Before the cat could speak, Zephyr lay the kitten gently down and the tabby shot towards its mother. "I found your little one and brought it straight back to you."

The cat stared, but Zephyr continued on.

"You know where the duckling is and I would like you to tell me." Her voice was once again controlled but respectful. Inside she was a bowl of wobbly jelly. "That duckling is my friend and has no one else in the world to take care of it."

Zephyr stopped and looked deep into the eyes of the cat. It was then that she noticed how tired and drawn the feline looked. Earlier today, when she had first laid eyes on this creature, Zephyr had thought how mean and menacing she was, but perhaps she had imagined this due to her own fear.

Marmalady spoke and her words were cold: "Your friend is vulnerable and an accident waiting to happen. I am hungry and have ten mouths to feed."

"You have eaten her haven't you!" shouted Zephyr, suddenly losing her composure.

"That was my intention, yes, but this little tare away of mine..." she said pointing her paw towards the runaway tabby "chased the duckling away before I could catch it. I'm sure something else has eaten it though; easy prey that one."

"Which way did it go?" asked Zephyr, but no sooner as she spoke than Grandma appeared.

"Look what I found, hidden away in the reeds" she said, un-cupping her hands. Friendship popped her head out and then automatically popped it back in

when she saw the cat. "And look what you've found, my clever dog! The mother of that kitten." Grandma looked closely at the ginger cat who was surrounded by her ten tiny kittens, all mewling and pawing at her trying to get milk "My goodness me, how neglected you look. We'll have to do something about this!"

Zephyr looked up at Grandma suddenly. 'Please don't bring this cat and her ten terrors back to live with us.' She thought, for she knew that is exactly the sort of thing her owner would do!

Chapter 4: Courage and the Cat

Comprehension: - Using the skills of Vocabulary, Inference, Prediction, Explanation, Retrieval and Summarising.

Vocabulary 'Suddenly the image of the **self-satisfied** ginger feline came back to her.' What does this adjective, used to describe the cat, tell us about how she looked?

Inference- 'Zephyr looked at the tabby and knew exactly what she had to do.' Why do you think that Zephyr decided to take the tabby with her to Marmalady?

Predict- Why do you think Marmalady was such a cold-hearted cat?

Explain- Using what you have read to support your answer, explain what Zephyr might now think about cats.

Retrieve- What made Grandma realise that Zephyr needed her attention?

Summarise- Summarise everything that Zephyr did to overcome her fear of the cat as a bully. Could this help you if you were being bullied?

Year 4 word problems using all 4 operations.

Read the question, circle the key information, write a number sentence and answer..



Kasper wanted to travel 1458 miles to another country. He travelled for 745 miles by car and the rest by aeroplane. How far did he travel by aeroplane?

Dexter slept in his favourite position in the sun for 95 minutes on Monday, 89 minutes on Wednesday and 73 minutes on Friday. How long did he sleep there for altogether?

Dexter collected 5157 criminals in one year. He put them into 6 jail cells. How many people were in each cell?

Kasper chased 2123 mice in one year. Every time he caught one, he placed them into 5 different cages. How many mice in each cage?

Dood's trike had three wheels. In one year, due to accidents, his Mum had to buy him 265 different trikes. How many wheels was that altogether?

It takes Dexter 265 seconds to wolf down his dinner. If he does this for 7 days a week, how many minutes and seconds does he spend eating?

Dexter was hiding from Dood, he hid there for 15 and a half minutes. They swapped over and Dood hid for double the amount of time. How long were they hiding for altogether?

Dood collected 2356 fish from the ocean floor for his tea. He placed them in bags of 7 to freeze. How many were there in each bag?

There are 154 days bones in Dexter's lunch bag. When full the bag has 499 bones in it. How many has he eaten already?

If Dexter flies at 145 miles per hour. How far will he have travelled after 4 hours? 7 hours?

Worms for Kasper's fishing are put into tubs of 255. If he has 8 tubs, how many worms altogether?

Dexter has 4 legs. When he looks in the mirror he sees four more. If he had 215 mirrors altogether. How many of his fine legs would he see?