

Spring Term 2023 Year 4 Homework Grid

Dear Families, Completing homework can help children consolidate many of the skills learnt in school . Please can your child complete ALL of the activities in the top row during the half term . Activites in the bottom row are optional but may be enjoyable for you all. Completed activities can be brought into school or posted onto Seesaw. This could be a photograph of something that has been made or an attached document

Overleaf please find spelling lists for this half term. The date given is the Friday when they will be tested. Please see our school website class page for additional information regarding the curriculum and homework.

<p style="text-align: center;">Reading Books</p> <p>A reading book and a Home Reading Record will be sent home every week in the homework folder. Please read with your child, discuss the book with them and ensure they answer the questions which relate to the book. Please ensure you sign and return the green reading record book so we know your child has read it. If you would like some sample questions to use please see your child’s teacher Your child also has a library book which we would encourage them to read independently for at least 10 minutes each day.</p>	<p style="text-align: center;">Spelling</p> <p>Spellings for this term are on the back of this grid.</p> <p>Each list should be practised and learned each week for a test in class on the following Friday. Please encourage your child to keep them safe and learn them every week.</p>	<p style="text-align: center;">Times Tables</p> <p>Your child has their own individual login for the free Times Tables Rock Stars app. This can be downloaded as an app or accessed through a web browser. The times tables that your child needs to learn are already set for them to practise. Please encourage your child to use Times Tables Rock Stars regularly, e.g. at least 3 times a week. We will complete times tables assessments in class at the end of each half term and also monitor their progress using the app.</p>
<p style="text-align: center;">Topic</p> <p>In history we are learning all about the Roman Empire. Using things around your house, can you build or draw a famous Roman monument or a Roman villa?</p>	<p style="text-align: center;">RE</p> <p>In RE we are learning that Jesus was born both God and man. Choose a story from the bible where Jesus shows he is both human and the Son of God through his work. Use a range of art media to create your interpretation of the story.</p>	<p style="text-align: center;">Science</p> <p>We will be learning about living creatures and the habitats that they live in. Think about the environmental impact that humans have on these habitats and make a poster to persuade people to look after the environment better e.g plastic in the ocean, deforestation.</p>

<u>Week 1 - 13/01</u> courageous outrageous nervous famous adventurous disadvantageous ridiculous carnivorous rapturous torturous	<u>Week 2 - 20/01</u> merriment happiness plentiful penniless happily prettiest nastiness beautiful pitiful silliness	<u>Week 3 - 27/01</u> serious obvious curious hideous spontaneous courteous furious various victorious gaseous	<u>Week 4 - 03/02</u> breath business caught different exercise extreme medicine possession although thought	<u>Week 5 - 10/02</u> invention injection action hesitation completion stagnation nomination migration conservation selection	
<u>Week 1 - 24/02</u> expression discussion confession permission admission impression obsession procession omission concussion	<u>Week 2 - 03/03</u> musician magician electrician politician mathematician technician optician beautician physician dietician	<u>Week 3 - 10/03</u> reluctantly quickly generously unexpectedly gently curiously furiously seriously victoriously courteously	<u>Week 4 - 17/03</u> group height particular potatoes separate surprise through various though woman	<u>Week 5 - 24/03</u> circle century centaur circus princess voice medicine celebrate celery pencil	<u>Week 6 - 31/03</u> solar solution soluble insoluble dissolve real reality realistic unreal realisation