

## Year 4 Kingfishers Homework Grid – Spring 1 Choose one activity each week until the end of term.

<p><b>Science</b></p> <p>Can you become a "States of Matter Detective" at home? Here is your mission:</p> <ul style="list-style-type: none"> <li>• Find <b>3 examples of solids</b> in your home</li> <li>• Find <b>3 examples of liquids</b> in your home</li> <li>• Find <b>3 examples of gases</b> in your home (this is the trickiest!)</li> </ul> <p>For each example, record:</p> <ul style="list-style-type: none"> <li>• What it is</li> <li>• Which state of matter it is</li> <li>• One property you can observe (e.g., it keeps its shape, it flows or it spreads out to fill the space etc..)</li> </ul> <p>Present your findings in one of these ways:</p> <ul style="list-style-type: none"> <li>• Draw and label pictures of your examples</li> <li>• Create a table with three columns (Solid, Liquid, Gas)</li> <li>• Take photos and create a poster (if you have access to a printer)</li> </ul> <p><b>Challenge Question</b> Can you find somethings at home that can be more than one state of matter? For example, water can be ice (solid), water (liquid), or steam (gas). Draw or describe what you found.</p>	<p><b>English</b></p> <p>Create a detailed character description for a brand new story character of your own invention.</p> <ol style="list-style-type: none"> <li>1. Think about what type of character you want to create. This could be: a hero or heroine, a magical creature, an everyday person with something special about them, a villain or mischievous character.</li> <li>2. What will they look like: height and build, hair colour and style, eye colour, clothing style, any special features (freckles, glasses, scars, etc.)</li> <li>3. What are they like: 3-5 personality traits (e.g., brave, kind, curious, grumpy), What makes them happy or sad, their likes and dislikes.</li> <li>4. Do they have any special details? An unusual habit or quirk, what's their favourite thing, something that makes them unique.</li> <li>5. Write 2-3 paragraphs describing your character. Try to use: interesting adjectives, similes (e.g., "as brave as a lion") and details that help the reader picture your character.</li> <li>6. Create a labelled drawing showing the key features you've described.</li> </ol>	<p><b>Geography</b></p> <p>Choose a river in the world and create a fact file about it. You can present your work as a poster, booklet, or PowerPoint presentation.</p> <p>Your fact file should answer these questions:</p> <ul style="list-style-type: none"> <li>• What is the name of your river?</li> <li>• Where does it start (its source)?</li> <li>• Where does it end (its mouth)?</li> <li>• How long is it?</li> <li>• Draw or print a simple map showing where your river flows</li> <li>• Mark at least 3 towns or cities it passes through</li> <li>• Label the source and mouth on your map</li> <li>• What interesting features does your river have? (e.g. waterfalls, bridges, locks)</li> <li>• Include a picture or drawing of one feature</li> <li>• How do people use this river? (e.g. transport, fishing, drinking water, recreation)</li> <li>• Name 2-3 animals or plants that live in or near your river</li> </ul>
<p><b>P.E</b></p> <p><b>My Swimming Journey</b></p> <p><b>What to do:</b></p> <ol style="list-style-type: none"> <li>1. <b>List the swimming strokes</b> you know and draw a simple diagram showing the arm or leg movements for one stroke</li> <li>2. <b>Write about water safety</b>, including: <ul style="list-style-type: none"> <li>• 3 important safety rules for swimming</li> <li>• Why it's important to swim with an adult nearby</li> <li>• What to do in an emergency</li> </ul> </li> <li>3. <b>Set a personal swimming goal</b> (e.g., "I want to swim 10 metres without stopping" or "I want to learn to do backstroke")</li> <li>4. <b>Reflect on your progress:</b> What can you do now in swimming that you couldn't do before?</li> </ol> <p><b>Extension activity:</b> Research a famous swimmer and write 3 interesting facts about them</p>	<p><b>Maths</b></p> <p><b>The Garden Design Challenge</b></p> <p><b>Part 1: Measure Your Space</b></p> <ul style="list-style-type: none"> <li>• Choose a rectangular space at home (e.g., your bedroom, a rug, a table, or a garden bed)</li> <li>• Use a ruler, tape measure, or metre stick to measure the length and width</li> <li>• Record your measurements in centimetres or metres</li> </ul> <p><b>Part 2: Calculate the Perimeter</b></p> <ul style="list-style-type: none"> <li>• Calculate the perimeter of your chosen space</li> <li>• Show your working out (e.g., length + width + length + width = perimeter)</li> <li>• Write your answer with the correct units</li> </ul> <p><b>Part 3: Design Challenge</b></p> <ul style="list-style-type: none"> <li>• Draw a plan for a rectangular garden or play area</li> <li>• Your design must have a perimeter of exactly 24 metres</li> <li>• Label the length and width of your design</li> <li>• Add at least 3 features to your garden (e.g., flower bed, path, pond)</li> </ul>	<p><b>Art</b></p> <p>Your Miniature World: Create a small 3D sculpture or model (no bigger than a shoebox) that represents something important to you. This could be:</p> <ul style="list-style-type: none"> <li>• A favourite place (real or imaginary)</li> <li>• A scene from a story or memory</li> <li>• An object that tells a story about your family or culture</li> <li>• An imaginary creature or invention</li> </ul> <p><b>Materials that you can use:</b> Recycled materials (cardboard boxes, plastic bottles, bottle tops), natural materials (twigs, leaves, stones, shells) modelling clay or playdough, paper and card, any other safe materials you have at home.</p> <p><b>Part 1:</b> Plan! Sketch your idea and label it. What materials will you use? What will your sculpture represent?</p> <p><b>Part 2:</b> Make your 3D model: What 3D shapes can you see in your work? Can you add interesting surfaces? What colour will it be? How will it stand up? What will you join together?</p> <p><b>Good Luck!</b></p>