

Year 4 Kingfishers Homework Grid – Spring 2

Choose one activity each week until the end of term.

<p>History Create your own page from a Maya ancient book to share what you've researched about Maya civilisation. You could choose one of these focus areas:</p> <p>Daily Life</p> <ul style="list-style-type: none"> • Draw and label scenes showing what Maya people ate, wore, or how they lived • Include Maya number symbols (dots and bars) to show quantities • Write a short explanation using both pictures and words <p>Maya Gods and Beliefs</p> <ul style="list-style-type: none"> • Research and illustrate one Maya god • Explain what the god represented and why they were important • Use Maya-style art and symbols <p>Maya Achievements</p> <ul style="list-style-type: none"> • Focus on one Maya achievement (pyramids, calendar, writing, mathematics, astronomy) • Create an illustrated fact file • Include at least 3 interesting facts 	<p>English Write a short story featuring an animal as the main character, using similes, show don't tell, and personification.</p> <ul style="list-style-type: none"> • Choose an animal to be their main character • Give the animal a name and personality • Write about an adventure, problem, or exciting day in the animal's life • Use at least one simile, show don't tell & personification <p>Story Structure- Beginning (Introduction):</p> <ul style="list-style-type: none"> • Introduce your animal character • Describe where they live • Set the scene for the story <p>Middle (Problem/Adventure):</p> <ul style="list-style-type: none"> • What happens to your animal? • What challenge do they face or adventure do they have? • How do they feel? (Remember: show, don't tell!) <p>End (Resolution):</p> <ul style="list-style-type: none"> • How does the story end? • What does your animal learn or how do they feel? 	<p>P.E.</p> <p>Part 1: Choose Your Ball Skill by selecting one skill to practise from these options:</p> <p>Throwing and catching: Throw and catch against a wall (count how many in a row), throw and catch with a partner (parent/sibling), underarm throwing accuracy at a target and overarm throwing for distance.</p> <p>Bouncing and dribbling: Basketball-style dribbling with control, bouncing a ball while walking/moving, dribbling around obstacles (cones, plant pots, toys) and alternating hands while bouncing.</p> <p>Kicking: Kicking accuracy at a target (between two markers), dribbling a football around a course, passing to a partner with control and stopping a rolling ball with control.</p> <p>Striking/hitting: Hitting a ball with a bat or racket against a wall, keeping a balloon up using a racket or hand and hitting a target with a soft ball and bat.</p> <p>Part 2: Practice Log. Practise your chosen skill 3 times during the week (about 10-15 minutes each time) and record for each practice session: Date and time, what skills you practised, your score/achievement (e.g., 'caught 15 in a row' or 'hit the target 8 out of 10 times'), what went well and what you want to improve.</p>
<p>Science Investigate how one animal uses sound and vibrations to communicate, then present their findings creatively.</p> <p>Choose your animal from these categories:</p> <p>Animals that use sound waves through air:</p> <ul style="list-style-type: none"> • Dolphins (echolocation and clicks) • Bats (ultrasonic calls) • Birds (songs and calls) • Howler monkeys (loud calls) <p>Animals that use vibrations:</p> <ul style="list-style-type: none"> • Elephants (infrasound through ground) • Spiders (vibrations through webs) • Snakes (ground vibrations) • Bees (waggle dance vibrations) <p>What to Include-Create a fact file or poster that explains:</p> <ul style="list-style-type: none"> - How the animal makes the sound/vibration What body part creates it? (vocal cords, wings, feet, etc.) And how does the vibration travel? - Why the animal communicates this way Warning others of danger, finding food, attracting a mate and navigation. - A labelled diagram showing the animal and how sound/vibrations are produced. - An interesting fact about the animal's communication. 	<p>Maths Design your own pizzas and use fractions to show the different toppings.</p> <p>What You Need to Do</p> <p>Step 1: Draw and divide a pizza</p> <ul style="list-style-type: none"> • Draw a large circle (pizza base) • Divide it into equal parts: quarters, eighths, or twelfths • Label each section clearly <p>Step 2: Choose toppings</p> <ul style="list-style-type: none"> • Select 3-4 different toppings (e.g., cheese, pepperoni, mushrooms, peppers, sweetcorn) • Assign each topping to different fractions of the pizza • Colour or label each section <p>Step 3: Write fraction sentences For example:</p> <ul style="list-style-type: none"> • "$\frac{1}{4}$ of my pizza has mushrooms" • "$\frac{3}{8}$ of my pizza has pepperoni" • "$\frac{2}{8}$ of my pizza has just cheese" <p>Step 4: Answer these questions</p> <ul style="list-style-type: none"> • What fraction of your pizza has meat toppings? • What fraction has vegetable toppings? • Which topping covers the largest part of your pizza? <p>If you ate half the pizza, which toppings would you definitely eat?</p>	<p>Art Become 'pattern detectives' by finding patterns in your environment, then use what you've discovered to create your own artwork.</p> <p>Part 1: Pattern Hunt (Research): Find and record 3-5 different patterns from these categories: Natural patterns, man-made patterns and cultural patterns (Islamic geometric patterns, African textiles, Celtic knots)</p> <p>Part 2: How to Record Patterns: Sketch the patterns you find, take photographs (with parent permission), make rubbings using paper and crayons (great for textures like tree bark, coins, leaves) or collect samples (fabric scraps, wrapping paper, magazines). For each pattern, record: where you found it, what type of pattern it is (repeating, symmetrical, rotating, growing) and what shapes or colours are used.</p> <p>Part 3: Create Your Own Pattern Artwork Using inspiration from your pattern hunt, create your own piece of pattern art on A4 paper.</p> <p>Choose one approach: repeating pattern design, pattern collage (combine different patterns or cut and arrange) or cultural pattern (Islamic, African, Celtic, etc.). Research it briefly and create your own version and explain what culture it comes from and what it represents.</p>