


Year 4 Kingfishers Homework Grid – Summer 2 Choose one activity each week until the end of term.

<p>Geography Choose one of the following: -</p> <p>1. Rainforest Layers Create a shoebox diorama showing the four layers of the rainforest (emergent layer, canopy, understory, and forest floor):</p> <ul style="list-style-type: none"> • Label each layer • Include at least 2 animals or plants in each layer • Write 3 facts about each layer  <p>2. Animal Fact File Research and create a fact file about one rainforest animal. Include:</p> <ul style="list-style-type: none"> • Physical description and illustration • Habitat (which layer they live in) • Diet • Interesting facts • Why they're important to the rainforest ecosystem 	<p>English Choose one Amazon rainforest animal and write a non-chronological report about it.</p> <p>Structure:</p> <ol style="list-style-type: none"> 1. Title - Name of the animal 2. Introduction - A general statement about what the animal is 3. Appearance - What does it look like? (size, colour, special features) 4. Habitat - Where does it live in the rainforest? 5. Diet - What does it eat? 6. Behaviour - How does it survive? Any interesting facts? 7. Conclusion - A summary or interesting final fact <p>Don't forget to include:</p> <ul style="list-style-type: none"> ○ Subheadings ○ Paragraphs ○ Factual/comparative language (e.g., "Unlike other monkeys...") ○ A "Did you know?" fact box ○ Conjunctions for cause (therefore, because, since, as, consequently, as a result) 	<p>R.E.</p> <p>Part 1: Choose one religion you've been studying and find out:</p> <ul style="list-style-type: none"> • What does this religion teach about being kind to others? • Are there any special stories or teachings about kindness or charity? • Do followers of this religion have special ways of helping others? (e.g., Zakat in Islam, Tzedakah in Judaism, Christian food banks) <p>Record 3 facts about kindness/charity in your chosen religion.</p> <p>Part 2: Action (during the week) Complete 3 acts of kindness during the week. These could be:</p> <ul style="list-style-type: none"> • Helping someone at home without being asked • Sharing something with a friend or sibling • Making something for someone who might be lonely • Donating something you no longer need to charity • Writing a kind note to someone • Helping in the community <p>Part 3: Reflection Create a poster or booklet that includes:</p> <ol style="list-style-type: none"> 1. Title: "Kindness and Charity in [chosen religion]" 2. Research section: The 3 facts you've discovered 3. My acts of kindness: Describe the 3 kind things you did, including: what you did, who you helped, how it made you feel and how it might have made the other person feel <p>Reflection: One sentence about why kindness is important in all religions and in life.</p>
<p>Science Investigating Viscosity of Liquids Homework Task: The Great Liquid Race Investigate which liquids flow fastest (are least viscous) and which flow slowest (are most viscous) by conducting a simple experiment at home.</p> <p>What You'll Need:</p> <ul style="list-style-type: none"> • A large tray or baking sheet (to catch spills) • A flat surface that can be tilted (e.g., a chopping board or large book) • 3-4 different liquids from home, such as: <ul style="list-style-type: none"> ○ Water ○ Washing-up liquid ○ Honey or golden syrup ○ Milk ○ Cooking oil ○ Tomato ketchup • A timer or stopwatch (or use a phone) • A ruler • A teaspoon for each liquid 	<p>Maths My Daily Time, Shape and Data Investigation Homework Task: Track Your Day Track how you spend your time over one day, record it using different methods, and present their findings using shapes and statistics.</p> <p>Part 1: Collect Data (Complete on one school day) Record what you do during a typical school day and how long each activity takes. They should track:</p> <ul style="list-style-type: none"> • Time spent sleeping • Time at school • Time doing homework • Time eating meals • Time playing/hobbies • Time watching TV/screens • Time with family • Other activities 	<p>P.E. Rounders and Cricket Skills Challenge Homework Task: Practice and Record Your Skills Practice key rounders and cricket skills at home or in a safe outdoor space, then record your progress and reflect on your performance.</p> <p>What you'll need:</p> <ul style="list-style-type: none"> • A soft ball (tennis ball, foam ball, or similar - nothing too hard) • A bat (cricket bat, rounders bat, or even a tennis racket/wooden spoon as alternatives) • A safe outdoor space (garden, park, playground - with adult supervision) • Something to use as a target or wicket (a cone, bucket, chalk mark on a wall, or stick) • A timer or stopwatch • An adult to help and supervise <p>The Skills Challenge: Complete at least 3 of the following activities:</p>

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The Experiment:

Step 1: Set up

- Place the tray at the bottom of the tilted surface to catch the liquids
- Prop up one end of the board/book at about a 45-degree angle using books

Step 2: Make a prediction

- Before testing, write down which liquid you think will flow fastest and which will flow slowest
- Explain why you think this

Step 3: Test each liquid

- Place one teaspoon of the first liquid at the top of the tilted surface
- Start the timer
- Watch how long it takes to reach the bottom (or travel 20cm)
- Record the time
- Wipe the surface clean
- Repeat with each liquid

Step 4: Record results

- Create a table showing each liquid and the time it took

What to Hand In:

A poster or report including:

- Title:** Investigating Viscosity
- Prediction:** Which liquid did you think would be fastest/slowest and why?
- Method:** Draw a labelled diagram of your experiment setup
- Results table:**
 - Liquid name | Time taken (seconds) | Order (1st, 2nd, 3rd, 4th)
- Observations:** Describe what you saw (e.g., "The honey moved very slowly and formed thick drips")
- Conclusion:**
 - Which liquid was most viscous (flowed slowest)?
 - Which was least viscous (flowed fastest)?
 - Was your prediction correct?
- Explanation:** In your own words, what does viscosity mean?

- Recording method:** Create a simple time diary, recording start and end times for each activity, then calculate how long each activity lasted.

Part 2: Present Your Data

Include all of the following:

1. Time Calculations

- Show the start and end time for at least 5 activities
- Calculate the duration of each activity
- Example: 'School: 8:45am - 3:20pm = 6 hours 35 minutes'
- Convert at least 2 durations into minutes (e.g., 6 hours 30 minutes = 390 minutes)

2. Shape Pictogram

Create a pictogram using shapes to represent your data:

- Choose a different 2D shape for each activity (e.g., circles for sleep, squares for school, triangles for play)
- Each shape represents 1 hour (or 30 minutes if you prefer)
- Include a key showing what each shape represents
- Arrange your shapes neatly in rows

Example:

- Sleep: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (10 circles = 10 hours)
- School: ■ ■ ■ ■ ■ ■ (6 squares = 6 hours)

3. Pie Chart (Optional)

Draw a circle and divide it into sections to show how you spent your 24-hour day, using different colours for each activity.

4. Statistics and Analysis

Answer these questions:

- Which activity did you spend the most time doing?
- Which activity did you spend the least time doing?
- How many hours were left after school and sleep?
- What fraction of your day was spent at school? (e.g., 6 hours out of 24 hours = $\frac{6}{24} = \frac{1}{4}$)

5. Shape Challenge

- Draw and label 4 different 2D shapes you can see in your pictogram
- For each shape, write down its properties (number of sides, corners, lines of symmetry)

Skill 1: Throwing Accuracy

- Set up a target (bucket, cone, or chalk circle on a wall) 5 steps away
- Throw the ball underarm 10 times, trying to hit the target
- Record how many times you hit it
- Extension:** Move further back and try again

Skill 2: Catching Practice

- Ask an adult or friend to throw the ball to you 10 times
- Try to catch it with 2 hands, keeping your eyes on the ball
- Record how many catches you made
- Extension:** Try catching with 1 hand, or ask them to throw higher

Skill 3: Batting Control

- Set up a target or marker 3 metres away
- Ask someone to gently bowl/throw the ball to you
- Try to hit the ball towards the target 10 times
- Record how many times you hit in the right direction
- Extension:** Try hitting to different areas (left, right, straight)

Skill 4: Bowling/Pitching

- Set up a target (like a wicket, cone, or mark on the wall)
- Stand 5 steps away and bowl/pitch underarm 10 times
- Record how many times you hit the target
- Extension:** Try bowling overarm (if you've learned this)

Skill 5: Running Between Bases/Wickets

- Set up 4 markers in a diamond shape (like rounders bases) or 2 markers (like cricket wickets)
- Time yourself running around all 4 bases, or running between the 2 wickets 5 times
- Record your time
- Rest, then try again - can you beat your time?