

## **Summer Home Learning Class 4**

- 1) Continue to complete the **Times Table grid**, which has been set every Monday, once a week. Aim to complete this in under 5 minutes by the end of the summer holiday. (The grid should still be available on the school's Home Learning website. Alternatively, make your own with 1-12 arranged randomly on both the horizontal and vertical axis.)
- 2) Make sure that you know all the **100 statutory spellings for Year 3-4** as, in September, you will be moving on to the Year 5-6 spellings and it will be assumed you know the previous list. (A copy is included.)
- 3) Consider taking part in the Kent Libraries **Summer Reading Challenge** (details should be sent to parents about this) and ensure that you are still **reading daily**. Regular reading is so important in developing reading skills and it will help you to extend your vocabulary and increase the accuracy of your punctuation. Different books also provide ideas to draw on later for writing.
- 4) Complete a **Quest Story** as an **extended piece of writing**. A quest story usually involves a main character who sets off on a journey to find someone or something. They meet and overcome several obstacles, or difficulties, on their journey through a variety of settings. These can be based on realistic characters and settings, or they can include fantasy settings and characters like knights, wizards, dragons or imaginary creatures. Plan your story in detail, with at least 3 challenges which have to be overcome. Focus on one section of the story each week, checking spelling and punctuation, improving phrasing and adding descriptive detail to the setting and characters. Don't forget to design a front cover! You could illustrate the story too. Use handwriting, at least for your 1<sup>st</sup> draft, to build up your writing stamina for next year. (Ideas for planning this are given below)

### **Other Possible Activities:**

- 1) Get ahead with next year's spellings, learning some of the Statutory **Spellings for Year 5-6**. (A copy is included below.)
- 2) In addition to knowing all your times table facts, ask a family member to help you work on **division facts** e.g.  $42 \div 7 = 6$
- 3) Keep a **daily diary** during the holidays. Perhaps include photographs of activities in this.
- 4) Complete any of the **art activities** on the school's Home Learning website that you haven't completed already. Keep these safe, so they can be displayed in school in September.
- 5) Complete more of the **Local Study Thinker's Key activities** detailed on the School's home learning resources.

## Extended writing – A Quest Story

**Preparation Work. Make notes on the following:**

### **The Quest**

What will the quest be?

What has to be found?

What does it look like?

Why must it be found?

### **The Main Character**

Draw your hero or heroine.

What do they look like?

How old are they?

How are they dressed?

Why do they wish to help?

What qualities do they have?

Do they have any magical powers or weapons?

### **The Villain**

Draw the character or creature who must be defeated to succeed in the quest.

What do they look like?

Why do they wish to stop the main character in their quest?

What powers do they have?

### **The Helper/ Sage/ Guide**

Where will they join the main character? At the start? Part way through the journey? In the last section?

## Planning Your Quest Story

Section 1	Introduce the quest. Who is setting it? Why? What has happened? How will finding the item / creature / person help?
Section 2	Introduce the main character. Are they chosen for the challenge or do they volunteer? Describe the character. Describe the setting where their journey begins. Are they alone or with a guide / friend? Are they on foot, on horseback, in a vehicle?
Section 3	Setting off on the journey. Describe the journey to a new setting. (Woodland?) What is the first difficulty faced and how is it overcome?
Section 4	Describe a different setting they reach (Steep mountain?) What danger do they face?
Section 5	Describe a 3 <sup>rd</sup> setting – (a river, lake, dark, long tunnel) What danger do they face?
Section 6	The final challenge. What is it? (A dragon guarding the item?) How does the main character overcome this?
Section 7	The ending. Does it finish when they hold the item / greet the person? Do they return to the original setting? What are the reactions of those around them?

(Spelling lists below)

## Year 3 and 4 Statutory Spellings

accident	caught	eighth	heard	minute	possible	strange
accidentally	centre	enough	heart	natural	potatoes	strength
actual	century	exercise	height	naughty	pressure	suppose
actually	certain	experience	history	notice	probably	surprise
address	circle	experiment	imagine	occasion	promise	therefore
answer	complete	extreme	increase	occasionally	purpose	though
appear	consider	famous	important	often	quarter	although
arrive	continue	favourite	interest	opposite	question	thought
believe	decide	February	island	ordinary	recent	through
bicycle	describe	forward	knowledge	particular	regular	various
breath	different	forwards	learn	peculiar	reign	weight
breathe	difficult	fruit	length	perhaps	remember	woman
build	disappear	grammar	library	popular	sentence	women
busy	early	group	material	position	separate	
business	earth	guard	medicine	possess	special	
calendar	eight	guide	mention	possession	straight	

## Year 5 and 6 Statutory Spellings

accommodate	category	determined	forty	marvellous	programme	soldier
accompany	cemetery	develop	frequently	mischievous	pronunciation	stomach
according	committee	dictionary	government	muscle	queue	sufficient
achieve	communicate	disastrous	guarantee	necessary	recognise	suggest
aggressive	community	embarrass	harass	neighbour	recommend	symbol
amateur	competition	environment	hindrance	nuisance	relevant	system
ancient	conscience	equipment	identity	occupy	restaurant	temperature
apparent	conscious	equipped	immediate	occur	rhyme	thorough
appreciate	controversy	especially	immediately	opportunity	rhythm	twelfth
attached	convenience	exaggerate	individual	parliament	sacrifice	variety
available	correspond	excellent	interfere	persuade	secretary	vegetable
average	criticise	existence	interrupt	physical	shoulder	vehicle
awkward	curiosity	explanation	language	prejudice	signature	yacht
bargain	definite	familiar	leisure	privilege	sincere	
bruise	desperate	foreign	lightning	profession	sincerely	