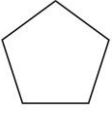
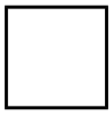
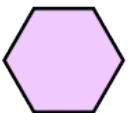
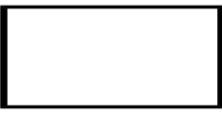
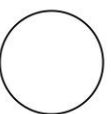


Year 4 Homework, Summer Term 1 Week 4 Support

Maths: Fun Five!

How many **edges** do the following shapes have?

1. Pentagon 	2. Square 
3. Hexagon 	4. Rectangle 
5. Circle 	

Quick Comprehension: Have a go at the reading comprehension. Children should try to read the text, remember to decode any tricky or new words. Give yourself five to ten minutes to answer the questions. Some of the questions are quite tricky, so don't worry if you have to talk them through with an adult. Your parent can write your answers for you.

Spellings

Blue	Green	Purple
warm	decision	another
wart	division	mistake
war	television	non-stop
ward	confusion	co-star
warn	conclusion	replace
warmer	transfusion	revisited
warning	explosion	unclean
warming	tension	defaced
wary	pension	shouldn't
	provision	fast
	river	fastest
	never	faster
	found	Mr.
	round	Mrs.
	decide	continue
	describe	minute

SPaG Challenge in books please

Complete the sentences by adding inverted commas around the speech.

I've got new spotty wellies, announced
Nasreen.

I'm going to explore the attic next, shouted
Ronnie.

Art is my favourite subject; Bryony told her
teacher.

Maths skills

Please practice telling the time..

- On analogue clocks
- On digital clocks
- Converting between 12 & 24

Please remember: All homework is marked in class with the children and will not have written feedback on it. Homework is due in on the following Friday.

How to Play 'Go Fish'

4 Aim of the game:

- 15 You need to collect the most groups of cards. A group
26 of cards is four playing cards that all have the same
28 number on.

31 How to play:

- 37 1. Get a deck of playing cards.
- 47 2. Give each player five cards. Leave the other cards in
57 a pile, face down, in the middle of the circle.
- 67 3. The first player can ask any other player if they
75 have got any cards of a certain number.
- 86 4. If the player has got the cards, they must give them
97 to you. If they haven't, they say 'Go fish' and you
103 must take one from the pile.
- 109 5. Put your groups flat on the
114 table. The winner is the
119 person with the most groups
125 at the end of the game.



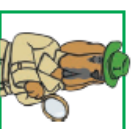
Quick Questions



1. Number these instructions from 1 to 3 to show the order they must happen in.
- _____ Ask another player for a card.
- _____ Give five cards to each player.
- _____ Put a group down on the table.



2. What might happen if someone knows that you have got lots of threes?



3. How might someone feel if they kept guessing incorrectly? Why?



4. What do you need to do to win the game?
