

Woodhead Primary School

Home Learning Pack

Primary 4

Website: www.woodheadprimary.co.uk

Twitter: www.twitter.com/woodheadprimary

Twitter: @woodheadprimary

<u>Suggested Home Learning Timetable</u>



		1 - 1 - 1
Time	Curricular Area	Suggested Examples
9.00-10.00am	Literacy	 Spelling (See Home Learning Pack) Reading and Q&A (Use books, audiobooks, short film clips) Writing Activity eg letter, story, newspaper report, diary entry
10.00-10.30am	Science	Go to Science Centre website for daily short lessons https://www.glasgowsciencecentre.org/
10.30-11.00am		BREAK
11.00am-12.30pm	Numeracy	 Mental Maths activities/ games Number, money, measure, problem solving task (See Home Learning Pack)
12.30pm-1.30pm		LUNCH
1.30pm-2.30pm	Expressive Arts/ Social Subjects/ Digital Technology/ Outdoor Learning	 Art Activity (See Pinterest for ideas) Learning about History/ Geography/ Current Affairs (Information on Class topics in Home Learning Pack) Research, Create PowerPoint presentation, access coding websites, online games, send an email with attachments Make a den, plant some seeds, create a 'picture; using natural materials like sticks, leaves, stones etc
2.30pm-3.00pm	Health and Wellbeing	 Body Coach workout, Cosmic Yoga, Online Workout Go for a walk (in line with current government guidelines), cycle, play a physical game, learn a new sport Talk about emotions, friendships, helping others, school values, UNCRC Rights of the Child

This is intended as a suggestion however we recommend that maintaining a routine from Monday to Friday will be beneficial to children and families.

Home Learning - Education Systems Comparisons



• These may be organised in different ways based on the education systems in different countries.

• This table will help you decide which resources would be appropriate for your child's age and stage of development.

Remember that some children may work at a higher or lower level based on their individual progress and development.

USA School Grades	Pre School	Kindergarten 1	Kindergarten 2	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
English National Curriculum Key Stages	Early Years	Foundation Stage	, S = 5	i afinic fiav	Key Stage 2			
English School Year Groups	Pre School	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Scottish Curriculum for Excellence Levels		Early Level		First Level			Second Level	
Scottish School Year Groups	Nursery	Primary 1	Primary 2	Primary 3	Primary 4	Primary 5	Primary 6	Primary 7







Education Resources Executive Director Tony McDaid Woodhead Primary School and Nursery Class Headteacher - Mr. Scott Jasnosz-Clark

Our ref:

SJC

Your ref:

If calling ask for:

Mr. Jasnosz-Clark

Phone:

01698 457669

Date:

19th March 2020

Dear Parent/Carer,

All children have access to two online sources for Home Learning provided by the school: Education City and Glow.

Education City is an online source of educational games and activities.

We primarily use Glow to access RM EasiMaths in school for P2-7. Most children will know their log in, but during school closure we are provided an email address if you need a Glow password reset.

Please email gw07asmwoodheadps@glow.sch.uk if you need assistance with a Glow or Education city password, stating the name and class of the pupil.

Please note that we may not be able to action this immediately but will aim to do it within 24 hours.

Yours faithfully,

Mr. Scott Jasnosz-Clark

Jamosz-Clark.

Head Teacher





Topic Home Learning

This is a list of the topics each class were working on this term and the planned topic for next term. This will help to guide you when using some of the online learning available on websites such as twinkl.co.uk and primaryresources.co.uk.

Pupils could do some revision or further research of the topic they have been working on this term.

Pupils could begin a personal project on the topic planned for next term.

This could include:

- Drawing pictures or diagrams and writing about them.
- Finding facts and writing sentences/paragraphs of information.
- Looking at notable features/places/people/events linked to the topic.
- Making a model or game linked to the topic.
- Making a fact file, puzzle or word search etc. linked to the topic.

There will be lots more ideas on commercially available educational websites.

Class	Current Term	Next Term
Primary 1a and 1b	People Who Help Us	Woodland Animals
Primary 2a and 2b	Native Americans	Weather
Primary 3 and 3/4	Egyptians	Farm to Fork
Primary 4a and 4b	Romans	The Earth in Space
Primary 5	Ancient Greeks	Olympics
Primary 5/6 and 6	Japan	Scottish Parliament
Primary 7	World War II	Climate Change/Global Warming

Non-screen activities you can do at home

Pobble

What can you do when there's no school and you're stuck at home? Here are 25 fun ideas to choose from.

25 ideas!

How many different words can you make from the letters in this sentence, below? Grab a pencil and paper and write a list!

2 Thank a community hero. Think of someone that helps you in some way and write a short letter to thank them.

Get building!
You could build a
Lego model, a tower
of playing cards or
something
else!

4 Can you create your own secret code? You could use letters, numbers, pictures or something else! Can you get someone else to try and crack it?

5 start a nature diary. Look out of the window each day and keep note of what you see. Birds, flowers, changes in the weather, what else?

'Learning from home is fun'

6 Hold a photo session. Use a camera or a mobile

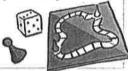
camera or a mobile phone to take some snaps. What will you photograph? Your pets or toys perhaps? Build a reading den. Find somewhere cosy, snuggle up and read your favourite book!



8 Use an old sock to create a puppet. Can you put on a puppet show for someone?



Make a list of all the electrical items in each room of your home. Can you come up with any ideas to use less electricity? Design and make a homemade board game and play it with your family.



Do something kind for someone. Can you pay them a compliment, make them something or help them with a task?

12 Can you create a story bag?
Find a bag and collect items to go in it that relate to a well known story. If you can't find an item, you could draw a picture to include.

13 List making! Write a list of things that make you happy, things you're grateful for or things you are good at.



Design and make an obstacle course at home or in the garden. How fast can you complete it?



Can you invent something new? Perhaps a gadget or something to help people? Draw a picture or write a description.

16 Keep moving!
Make up a
dance routine to your
favourite song.



Mrite a play script. Can you act it out to other people?



18 Read out loud to someone.
Remember to read with expression.



19 Write a song or rap about your favourite subject.



20 Get sketchingl Find a photograph or picture of a person, place or

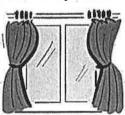


21 Junk modelling! Collect and recycle materials such as yoghurt pots, tollet rolls and boxes and see what you can create with them. 22 Draw a map of your local area and highlight interesting landmarks.



23 Write a postcard to your teacher.
Can you tell them what you like most about their class?

24 Draw a view. Look out of your window and draw what you see.



25 Get reading! What would you most like to learn about? Can you find out more about it in books? Can you find a new hobby?

Pobble.com – More writing. More progress.



Home Learning

First Level

Six fines table chain game Draw a long rectangle with 10 boxes. Plot a number and (between 1-10), e.g. 3. Plot a number and (between 1-10) e.g. 3. Box. Keep going unit you have at the mumpes of 6.	duell a 2 digit number, reate prother. In ENL to record aginst a friend or want to duel!	Decade dazzler! Pick 2 (0-9) tens frames and add them together, e.g. 3+4 = 7. Add a full 10 frame to the first number to areate a new sum: e.g. 13+4 = 17. Keep adding 10 to the first number until you have used 9 x tuit ten frames. What do you notice?	iti* ov that you and	Division Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a division sum	
Dice gone dotty! Roll a dice and put out that many 100 dot squares. Roll again and put out that many 10 dot strips. What is you number? Roll and take away 10 times that number; e.g. if you roll a 3 take away 30 from your number. Write the sum. Do 10.	2 dice due!! Roli 2 dice to create a 2 digit number. Roli 2 dice ogain to create another. Add together using an ENI to record your thinking, Play ogainst a friend or	g! digit number. mer 2 digit ther. Bow did aften buds or	Prove it!* Draw a picture or write a description to show that you understand non-canonical numbers!	Multiplication Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sumstary for a multiplication sum	
Dice go Roll a dice and pu dof squares. Roll as many 10 dof strips. Roll and take a number, e.g. if you from your number.	er Line Duel! number between 1- ifmes that number by a your number 50.3, aw an empty number worked at our, both per of the same time bund. Play 5 nounds:	BIG Addin Rolt 2 dice to create a 2 Roll again to create and number. Add frem tage you work it out? Use or an ENL to help if you Re-	Draw it! Draw how you would work out $28 \pm 24 = 59 + 26 = 59 + 26 = 179$ your own examples	Multiplicatio Work out the si problems] on the in your Try writing your o	
Hidden hundreds! Say. T've got 8 hundred dof squares in this box (or covered up). How many dots are there? Take 2 squares away. "How many dots are there now?" Try other examples and write the sums.	Empty Number Line Duel! [2 player] 1. Think of a number between 1- 100. 2. Roll a dice and firms that number by 10: e.g. if you roll a shen your number's 50. 3. Add your 2 numbers. Draw an empty number in the 10 show how you worked a out. Both players show find number of the same fine and highest wins the round. Play 5 nounds!	BJG Subtracting! Rol 2 dice to create a 2 digit number. Rol 1 dice to create a 1 digit number. Take away the small number from the big number. How did you work if out? Use cofton buds or an ENL to help if you like.	Draw how you 28 59 Try your ow	Non-Canonical Brainteaser* Rol 2 dice to create a 2 digit number. Put out that many 10 strips. Rol 2 dice to create a 2 digit number. Add on that number to the number you have created with their strips. Write it down. E.g. 16 hers + 24 ones is 184	
Hidden I Say, -T've got 8 hur this box (or coverations dots are there?" To "How many dots Try other examples		200	game! Jang on Emphy g. card game, cgame		
Place out 1 x 100 dot count forward in 100s as you add 1 more 100 dot square to the pile. Take away one at a time to count backwards in 100s.	Times Table chain game Do the some as 'Sk Imes Jable Chain Came: for 1 0 times table	Addend Friends! Rof 2 dice to create a 2 digit number. Rof 2 dice again to create another number. Create a Missing Addend sum using those numbersRemember to put the highest number affer the =: sign. E.g. 34 + = 57	Make a game! Make a game using an Emphy Number Line, e.g. card game, pairs, frack game	Decade dazzler 2! Roll 2 dice to make a take away sum, e.g. 8-4=4. Add 10 to the first number to create a new sum, e.g. 18-4=14. Keep adding 10 to the first number until you get to a 90 number. What do you notice?	
100 dot count Place out 1 x 100 dot square. Count forward in 100s as you add 1 more 11 dot square to the pile. Take away one at a time to count backwards in 100s.	-	Adden Rof 2 dice to creo Rof 2 dice again t number. Create a using those numb the highest numb E.g. 34 + = 57			

These activities will reinforce practical tasks being taught and covered in class. Choose an activity to do with your child and colour and date the brick when covered. You can use your jotter to write down any work or descriptions of what you've done. Remember to put the date and title at the top of the page. Good Luck!



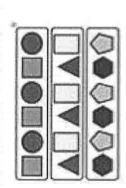
the year, Mow many days or weeks events for your family throughout

are between events?

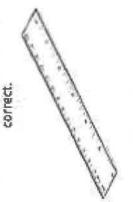
Use a calendar to plan out some

First Level Maths & Numeracy Home Activities

Create a repeating pattern using a variaty of 2D shapes or 3D objects.



items in your house. Measure them with a ruler and check if you were Estimate the length of different



imagine you have \$10, Choose three sweets to buy. Work our the total cost and how much change you would have.



Create an addition/subtraction board game, Play It with your family.

numbers within the environment as

you can.

Find as many different examples of



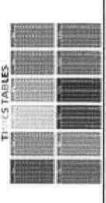
eye colour. Display the information Carry out a survey on a subject of programme, favourite chocolate, your choice. E.g. favourite TV using a graph. questions can you answer correctly? Log on to Sumdeg. How many



the times tables that you find most Precose time tables facts, Focus on challenging.

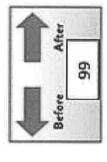
Draw/paint a picture which has at

least one line of symmetry.



number before and the number numbers. Practise saying the after.

Get someone to give you random



house, sort them from lightest to Gather some nems from your heaviest.



SPELLING MENU

1. ABC Order



Write all of your spelling words in alphabetical (ABC) order.

Word Parts.

Write your words. Then use a coloured pencil to divide the words into syllables. e.g. jumping caterpillar

3. Other Handed

Write each word 5 times. switching the hand you write it with each time. Say the word as you spell it.

4. Vowel Spotlight

Write your words using one colour for the vowel and another colour for th consonants. (vowels: a, e, i, o, u)

5. Use Technology

Type out your spelling words on the computer. Try to use at least 4 different fonts:



Pyramid Words

Sp spe spel spell spelli spellin spelling (or make them boat shaped, star, smiley face, etc.)

7. Ransom' Words

"Write" your words by cutting letters out of a newspaper or magazine and giving the letters on a piece of paper to spell your words.



8. Rainbow Words

Write your spelling word with coloured pencils. Make each letter a different colour.



9. Scrambled Words

Write your words. Then vrite them again with the etters mixed up. Can you unscramble them again the next day? e.g. watch - cwhta

10. Silly Sentences

Write 3 or more sentences that use all your spelling words.



11. Prefixes and Suffixes

Underline the prefixes and suffixes in the words you are learning. Make sure you know what they mean. e.g. important happiness

12. Word Search

Create your own word search with your spellings. Show the answers to your puzzle in a different colour.



13. Flashcards

Make and practice with lashcards. ut the word on one side and definition (meaning) on the other.



Picture & a Story

Draw a picture defining each word. Write a sentence about your picture using the word.

15. Words without Vowels

Write all of your words replacing vowels with a line. Go back and see if you can fill in the vowels. e.q. q--st--n = question

16. Train Words

Write the entire list end-to-end as one long word. Write each new word in a different colou e.g. trainbackstop

. Write a Story, Poem or Song with Words

Irite a story using all your pelling words. Underline the words you used.

18. Bubble Letters

Write your spelling words out in bubble writing.



19. Words Within Words

Write each spelling word and then write at least 2 words made from that word. e.g. catch - cat, hat

20. Picture words

Draw a picture and hide your spelling words in th picture.