Framework for Learning from Home – Year 4 Term 3 Week 1

For some of the activities below you may need your parents help. Show each completed activity to your parents to check and upload to Seesaw if required.

	Monday	Tuesday 13 July	Wednesday 14 July	Thursday 15 July	Friday 16 July
Session 1	Pupil Free Day	English	English	English	English
		Reading:	Reading:	Reading:	Reading:
		Read 2 chapters of a book.	Read 2 chapters of a book. Choose two characters and	Read 2 chapters of a book.	Read 2 chapters of a book.
		Draw a picture of a character in your text. Label the character with their	compare them. How are they different?	After reading the chapters, retell them to a family	Change the ending of the second chapter. Illustrate
		traits.	How are they the same?	member using the time connectives words first,	this ending after you have written it.
		Spelling:	Spelling:	next, lastly. List down how	
		Use your Soundwaves book (or the	Use your list words for	these chapters relate to	Spelling:
		attached pages) to complete both	Soundwaves Unit 19 and	something in your own life.	Using your list words for
		pages of Unit 19.	create your own word search		Soundwaves Unit 19, write
		Go to Sound Waves Online and	using all the words in your	Spelling:	your spelling words in
		access Unit 19:	spelling list.	Use your list words for	different directions, filling up
		www.soundwaveskids.com.au		Soundwaves Unit 19 to	the page. Use different
		Password: stir680	Writing:	write a story using as many	colours and fonts.
		 Choose one of the games on 	The world's largest theme park	spelling words as you can.	\\\/\\
		Sound Waves to practise	has just opened. Be a	Underline each of your	Writing 1. Make a list of all the
		your spelling words.	reporter and describe the	spelling words.	
		l	theme park in a newspaper	Writing:	things you are grateful in your life. Illustrate/draw
		Writing:	report. Remember to make it detailed	You are a reporter for a	your me. mustrate/draw
		Write a description of someone who	by describing the attractions	television show. You are	2. Complete a story
		is a hero to you.	such as rides and games.	going to interview the Prime	beginning with:
		Explain why they are a hero?	Include a catchy headline	Minister of Australia, Scott	The massive boulder raced



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			which will get the attention of the reader.	Morrison. Write down the questions that you would like to ask him.	down the hill directly towards
Break	Break (30 mins) Eat & Play	Break (30 mins) Eat & Play	Break (30 mins) Eat & Play	Break (30 mins) Eat & Play	Break (30 mins) Eat & Play
Session 2		Mathematics: iMaths4: How to login: www.imathskids.com.au Access code: your805 Click on 'Games'. Click on 'Find the Odd Numbers' and play the game. Click on 'Find the Even Numbers' and play the game. Number of the Day: Our number of the day is: 8321. Use this number to fill in the worksheet (attached). Print and complete the worksheet. Take a picture and upload to Seesaw.	Maths Frame: Telling the Time Click on the link below: https://mathsframe.co.uk/en/resources/resource/116/telling-the-time Select the first level 'Read Time to the Hour' and complete this level. Continue onto each of the levels until you have completed all 5 levels. Use the 'Telling the Time' worksheets (found at the back of this framework) and write the responses for each of the questions. You can print and record the responses directly onto the worksheet or record the answers in your workbook.	Mathematics: iMaths4: How to login: www.imathskids.com.au Access code: your805 Click on 'Games'. Click on 'Find the Odd Numbers' and play the game. Click on 'Find the Even Numbers' and play the game. Number of the Day: Our number of the day is: 14 571. Extension number: 537182 Use this number to fill in the worksheet (attached). Print and complete the worksheet. Take a picture and upload to Seesaw.	Mathematics: Reading a Timetable Click on the following link: https://www.transum.org/ Maths/Exercise/Timetable s.asp?Level=1 Beginning on level 1, follow the instructions and complete each of the questions. Once you are confident with level 1, move on to the next level. Complete the 'Train Timetable' activity (found at the back of this framework). Take the time to read and interpret the timetable before answering the questions. Optional Extra Activity: Create your very own Train timetable. Think of where your train is going to stop and what time the train will

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Break	Break (1 hour) Eat & Play	Break (1 hour) Eat & Play	Break (1 hour) Eat & Play	Break (1 hour) Eat & Play	arrive at each stop. Break (1 hour) Eat & Play
Session 3		Science: Observing Matter Choose 5 objects from around your home or classroom. Name the object and list 3-5 properties for each object. The properties may include size, shape, colour, state of matter and magnetism. Record all of the uses for each of the objects. Draw an image of each of the objects you chose.	History: Aboriginal And Torres Strait Islander Peoples Contacts Before 1788. We know that Aboriginal people had contact with traders from Makassar, in Sulawesi, the country now known as Indonesia. Use the information on the following website to answer some questions: https://www.nma.gov.au/defi ning- moments/resources/trade- with-the-makasar Why did the Makassar people come to Australia? What did they trade? Draw and label your response. When did the Makassar come to Australia? When did they stop coming? Why?	Creative Arts: Directed Drawing Watch this video and follow the steps to draw the picture. It can be completed in your workbook. https://www.youtube.com/watch?v=XI1O0uFafCk Once you have finished, take a photo and upload to Seesaw.	PDHPE: Physical Education Jog in place for 20 seconds 20 high knees 10 star jumps Create an informative poster explaining strategies that children can use to stay healthy at this time.

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		How do you think the Makassar traders and Aboriginal people influenced each other?		

Unit 19



Grapheme Chart

List Words goes only both close broke low own slow flow coat loaf pony toe clothes float drove alone awoke follow shown frozen moment though although volcano

- Circle the letters that represent @ oa o_e ow o in the List Words
- 2 Write any other letters that can represent (A) og o_e ow o on the Grapheme Chart. Write one word example for each.
- 3 Write one stroke for every sound in each
- List Word.
- 4 Unjumble the letters to make pairs of rhyming List Words.

owl	lows	otac	esog	rokeb	now
eto	fowl	toalf	losec	weoka	nhwos

5 Finish the word in each sentence by selecting the correct ending.

The water fr	(ote, oze)	I forgot my c	(oap, oat
The glass br	(obe, oke)	l wr a letter.	(ote, oke
l like being al	(oke, one)	She dr the car.	(ove, one
The st is on.	(ove, ope)	Please cl the doc	or. (ove, ose
Did the hoat fl 2	(oat oan)	He ate the whole I	(oaf oat

6 Write the (a) on the boat. Write the (ou ow) words on the cloud. Write the word that is left.



downstairs known

window allow follow towards

Odd one out.

Write the (oa o_e ow o words on the boat. Write the (words on the umbrella. Write the word that is left.



though rough although tough

dough thought

Odd one out .



- 8 Write the words from the box in the correct columns.
 - \clubsuit Sometimes we add \mathbf{s} to words ending in \mathbf{o} . Sometimes we add $\mathbf{e}\mathbf{s}$.

words that add s words that add es videos goes photos radios pianos tomatoes potatoes echoes



9 Follow the pattern in each box. Watch your spelling.

flow _	flows
go _	
close _	
own _	

owned close float follow

floating float flow go close

with your words.

volcat_ $_{nly}$ p_th fr_pen m_mend fr_zen volcan p_ny m ment take one hour to get to the _ will run away from us.

of my water bottles are

Challenge

Finish the boats by writing one letter in each space to make words that match the clues.

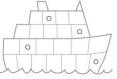
o w opposite of high OW opposite of fast 0 opposite of above a colour

have a nap opposite of open W king's seat o W write music



keeps you warm o a o a opposite of sink 0 a front of your neck o a used to make toast

small horse opposite of goodbye small amount of time type of mountain

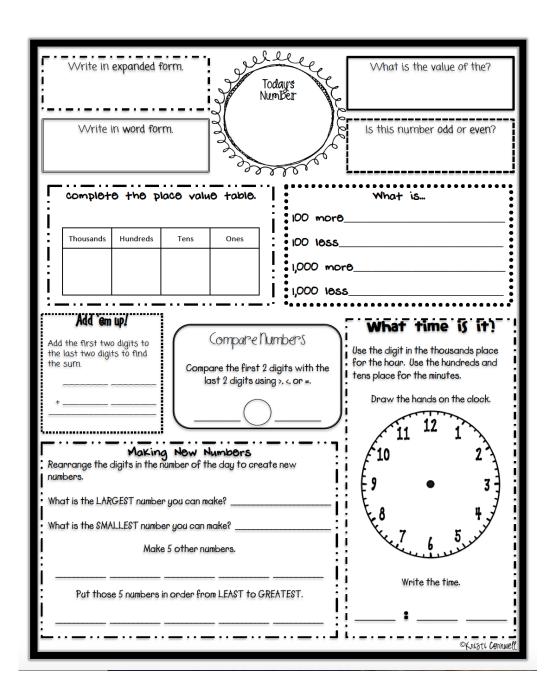


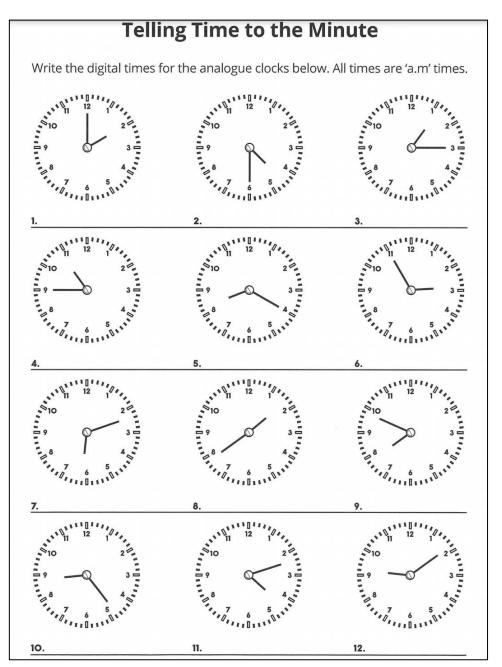
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Telling Time to the Minute Draw the analogue times for the digital clocks below. All times are a.m. times. 7:00 8:30 11:45 12:20 10:35 1:39 9:17

Train Timetable

Learning Intention: We are learning to interpret and use timetables. Success Criteria: I can use a timetable to plan a trip.

Destination	Journey A	Journey B	Journey C
Brisbane	10:15 a.m.	11:30 a.m.	4:30 p.m.
Hamilton	12:15 p.m.		6:05 p.m.
Sydney	12:40 p.m.	1:10 p.m.	6:30 p.m.
Bathurst	1:20 p.m.	1:55 p.m.	
Orange	2:06 p.m.	2:35 p.m.	
Total Duration			3 hours

1.) Journey B takes 1 hour 15 mins to get from Brisbane to Hamilton. What time do you arriv
at Hamilton?
(2.) Journey C takes a total of 3 hours, what time does it arrive at Orange?

(3.) How long do journeys A and B take?			
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	(3.) How long do journeus A and B take?	l e e e e e e e e e e e e e e e e e e e	

4. You need to be at Bathurst for 1.30 p.m. Which train from Brisbane will you need to catch
--

(6.) If you catch the 11:30 a.m. train from Brisbane, how many stations will you stop at bef	ore
you arrive at Bathurst?	