

Y4 Home Learning

Tuesday 30th June 2020

Task 1

English -



Question time!

Can you continue the story of Batman's evening off?

Does it turn out to be relaxing or does he have to go out and save lives?

Who is on the end of the phone?

Gotham City (where Batman lives) is a place where everyone always seems to be sad or in trouble. Do you think that in our world there is more happiness or sadness?

Finish this Diary entry.

After work, Batman always called in at his favourite café in Gotham City. We all have different ways of relaxing; a game of sport, watching television, going for a bike-ride...Batman's was enjoying a steaming hot cup of coffee whilst reading the newspaper.

Batman looked forward to having an evening off, however evenings off didn't always tend to be that relaxing.

Ring ring...Ring ring...Ring ring...There was a call from the phone behind the counter...

Task 2 – Reading

Either read your book, select an e-book from Oxford Owl or Bug Club and read for at least 20 minutes.

Maths

Section 1

Round these numbers:

	to the nearest 10	to the nearest 100
5248		
972		
2494		

Section 2

Start at 5.

Count back 10.

What number do you reach?

Section 3

Cath earns £2938 each month.

In April, her monthly pay goes up by £1000. How much does she earn now?



Section 4

Write these numbers as Roman numerals:

94

48

63

Section 5

Write a number which is a two-digit number, a multiple of 8, and where the product of its digits is 24.

Section 6

There are 2195 people in a village. 1428 of the people use the village shop at least once a week. How many people do not use the shop regularly?

Section 7

Calculate:

$$11 \times 10 \times 3 =$$

Section 8

Estimate the answer by rounding, then solve the calculation.

$$164 + 87 =$$

Estimation

Actual

History

The Maya Civilisation

<https://www.bbc.co.uk/bitesize/articles/zb7mkty>

Mr Clayton has investigated the Mayans before and even Visited the ancient pyramid in
Coba Maya.

I am incredibly excited to see what you have learnt in this lesson.