



Week 16: 06.07.2020: Learning Project - Animals and Living Things

Age Range: Year 4

Weekly Reading Tasks

Monday- Log on to [Oxford Owl](#) and read 'Big Game Adventure' or 'Mini Marvels'.

Tuesday- Listen to some [poems about animals](#). Can you create your own?

Wednesday- Read about [plants](#) by clicking on the sub-headings.

Thursday- Enjoy listening to this [story](#) called Fig's Giant!

Friday- What is your favourite animal related story? Write a summary of the story.

Weekly Spelling Tasks

Monday- Create an A-Z list of animals.

Tuesday- Choose 5 [Common Exception](#) words and apply them into sentences about animals.

Wednesday- Learn about homophones [here](#). How many homophones can you list?

Thursday- Practise spelling these words: **admission, discussion, omission, impression, expression, confession.**

Friday- Learn about [collective nouns](#). Then take part in this collective noun [quiz](#).

Weekly Writing Tasks

Monday- Create a fact file of your favourite animal.

Tuesday- Answer the questions in the '[Question Time](#)' selection.

Wednesday- Use the picture as a stimulus to write a story. Use the '[Story Starter](#)' to help you.

Thursday- Choose an animal and write a diary entry. Make it as exciting as possible! E.g. if you were a cat going from garden to garden, what would you see, smell or even taste?

Friday- Should animals be kept in zoos? Write an argument for or against.

Weekly Maths Tasks- Decimals

Monday- Go on MathsWatch to learn about the place value of decimals.

Tuesday- Use column method to work out the following:

$$3.2 + 1.6 = \quad 7.9 + 8.3 = \quad 3.29 + 3.3 = \quad 8.0 + 1.39 = \quad 13.92 + 0.1 = \quad 21.37 + 2.02 =$$

Wednesday- Explore the maths activities on [Sumdog](#), [Times Tables Rockstars](#) or [Numbots](#). They should focus on speed and accuracy.

Thursday- Use column method to work out the following:

$$2.4 - 1.3 = \quad 3.64 - 0.21 = \quad 6.78 - 2.38 = \quad 8.92 - 0.9 = \quad 14.58 - 10.08 = \quad 38.2 - 11.04 =$$

Friday- Enjoys playing [this](#) interactive game on making decimals.

The project this week aims to provide opportunities for your child to learn more about animals and living things.

- **Food Chains** - Ask your child to find out about [food chains](#). Can they create a [poster or a model](#) of a food chain?
- **Get Creative**- Ask your child to create their own animal. What would it be called? What would it look like? They can draw it, paint it or write a paragraph describing it.
- **Animal Exercise** - Ask your child to do stretches as if they were an animal! Visit this [website](#) for ideas. **Recommendation at least 2 hours of exercise a week.**
- **Let's Talk Animals** -Talk as a family about animals. What are everyone's favorite animals? Are there any animals that you are scared of? What would be your dream pet?
- **Guess the Animal** - As a family give clues to one another about an animal and see who can guess the most!

Please note:

You and your child can decide how to record their learning. Some learning activities should be recorded in their home learning books, and others can be completed online. Some don't need to be recorded, just enjoyed by you and your child!

#TheLearningProjects