



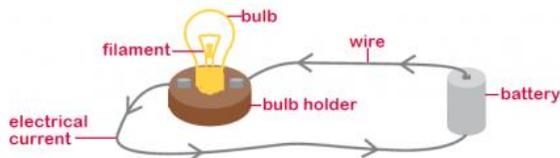
## Y4 Homework Takeaway Tasks World of Inventions

Summer 1 2019

You should also aim to do **at least** two different tasks each week.  
Remember to present your work neatly and creatively.  
Remember, you can also play Times Table Rockstars at home.



English	Maths	Discovery
Imagine all electricity in the world was suddenly switched off with no idea of when or if it would be turned back on. How might you cook, keep warm and have light in the evenings? Write a story about how you would survive.	Have a go at creating and playing this board game on decimals: <a href="https://nrich.maths.org/10326">https://nrich.maths.org/10326</a>	Design and label a new invention e.g. a machine to wash a cat, something to do your homework while you watch tv, a machine to put your socks on or something more creative.
Choose an invention and find out when it was invented, what it does, how it works and how it helps people.	Use Times Tables Rockstars at least twice a week.	Try these activities <a href="http://bbc.co.uk/bitesize/ks2/science/physical_processes/electrical_circuits/read/1/">bbc.co.uk/bitesize/ks2/science/physical_processes/electrical_circuits/read/1/</a>
Find out about an inventor and research what he/she invented, how it worked and how it helps people.	Collect data about the different electrical equipment in your house (TV, DVD player, kettle, fridge etc.) Do this for each room. Create a bar chart showing how many pieces of equipment are in each room.	How many things can you find around your home which use electricity? Can you find at least ten in each room? Sort them into those which give heat, light, entertainment etc.
Create a word search using 20 electricity words.	Practise your 4 and 9 times table. If you are fluent try the 6s, 7s or 12s	Create a cartoon to warn of the dangers of electricity.
Learn to spell these topic words: invention, inventor, circuit, switch, electricity, electrical, conduct, battery	Have a go at some maths games <a href="http://primarygamesarena.com/Play/Multiplication-Grand-Prix-386">primarygamesarena.com/Play/Multiplication-Grand-Prix-386</a>	Create a collage of electrical items. Sort them into mains and battery operated. The Argos catalogue may help you.
Write a sentence for each of the above spelling words. Try <a href="https://spellingframe.co.uk/">https://spellingframe.co.uk/</a> to practise spellings.	Fraction Fiddle game: practise your knowledge of fractions by playing this game (tablet-friendly) <a href="http://www.scootle.edu.au/ec/viewing/L2801/L2801/index.html#">http://www.scootle.edu.au/ec/viewing/L2801/L2801/index.html#</a>	Design a poster to encourage people to turn unwanted lights off.
Write a set of instructions on how to make a bulb light in a circuit. Remember to use imperative (bossy) verbs.	Throw two dice and write down the total. Throw the two dice again and write down the total. Now multiply the two total numbers together. Repeat this until you have completed at least 12 multiplications.	Find out how an electrical item has changed over time e.g. how was a tv or mobile phone different 10, 20, 50 years ago?



In addition to the above activities, please **read to an adult at least three times a week** and tell them about the book you are reading, the setting, the characters and what might happen next.