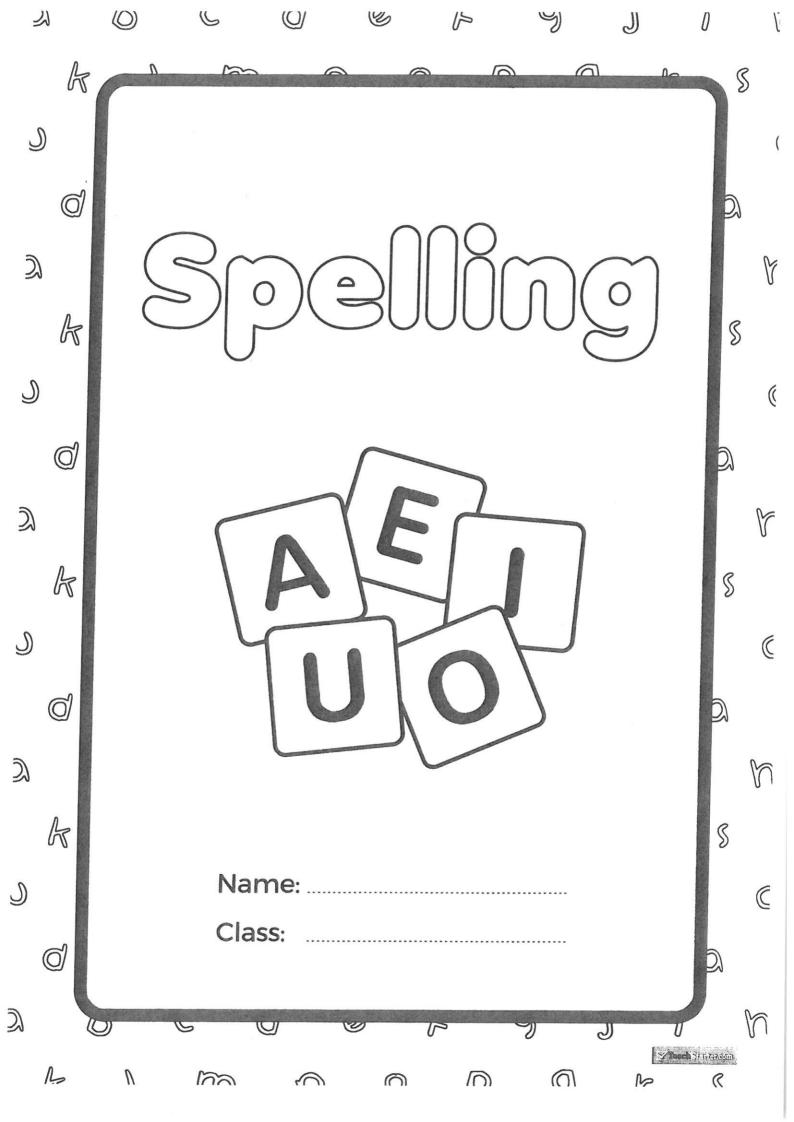


Merriwa Primary School Daily Learning Routine YEAR 4 WEEK 2



	Monday	Tuesday	Wednesday	Thursday	Friday
Description of the second					
Brain Break -	eg. Breathing exercise, st	brain break – eg. Breathing exercise, stretches, core practice. Physical activity and begin the day with Lexile reading	hysical activity and begi	n the day with Lexile read	ding
S	earch: Scholastic Learnir	Search: Scholastic Learning Zone: Code 7C2F Login in: e.g. tom.smith password: hello1 Library : online books and quizzes	in in: e.g. tom.smith pass	sword: hello1 Library : on	line books and quizzes
9.00 - 9.30	SPELLING: Read your Week 2 word list and				
	complete one activity				
9.30 - 10.00	READING: Complete				
	an activity from the Reading package sec-				
	tion				
Snack and Bro	iin Break - eg. Breathing	Snack and Brain Break - eg. Breathing exercise, yoga moves, outdoor stretches, core practice, dance	utdoor stretches, core pro	actice, dance	
10.30 - 11.00	WRITING: Complete	Your package includes			
	one writing activity	an exercise book			
	each day	where you can keep a			
		diary each day			1
11.00 - 11.30	MATHS: 1 page from	Maths:	Maths	Maths	Maths
	booklet and 1 page				
	from the times table				Ba .
	book each day				
Lunch and Bra	Lunch and Brain Break - eg. Breathing exercis	exercise, yoga moves, ou	e, yoga moves, outdoor stretches, core practice, dance	actice, dance	
12.00 - 12.30	Select from other sub-				
	ject areas : Science ,				
	HASS, Health, Music,				
	Italian				
12.30 - 1.00	Select 1 VISUAL ARTS	End the school day	List of fun things to do		
	activity	with something fun			4
		from Mrs Waterhouse's			1





Complete one activity each day

SPELLING LIST (2)



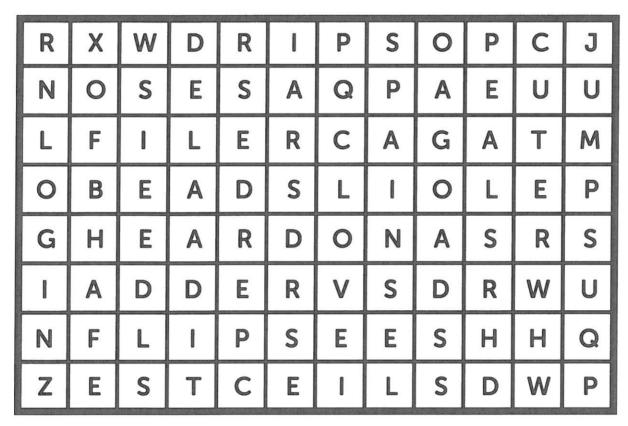
Word List	Write each word in a contours	Write the words in
1	And the sellence	alphabetical order
1 rock		
2 lick		
3 Stand		7
4 land .		n .
1 SP/		
6 SDe//		,
7 SWING		0 6
s Sina		
o bana	0 0	
10 hang		
7	7	
The Contract of the Contract o		

RAINBOW WRITING: Write your words on this graffitti wall and trace them with 3 different colour-

Name:	Date:
14411161	



WORD FIND



Find the following words in the puzzle.

Words are hidden \rightarrow and \checkmark .

ADDER	FLIPS
BEADS	GOADS
CEILS	HEARD
CLOVE	JUMPS
CUTER	LOGIN
DRIPS	NOSES

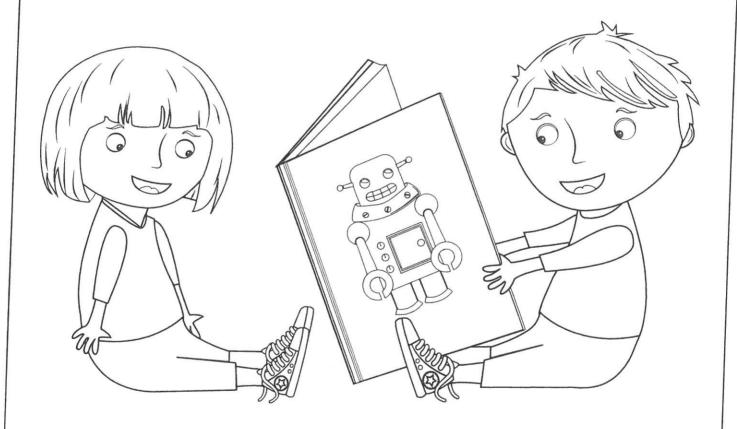
PAINS

FILER

PEALS

ZEST

Reading



Name _____

Class _____



Decide which article ('a' or 'an') belongs in front of the If correct, place your counter on that space. The winner is the first player to Finish. f not, remain on the previous space.

word.

3

apple

4.

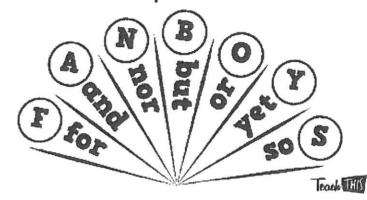
START



CONJUNCTIONS PRACTICE

Coordinating conjunctions join two independent clauses to make a compound sentence.

sentence
FANBOYS
+
sentence
compound sentence



Select the sentences and one conjunction to make five new compound sentences. Circle the conjunction in each new sentence.

NOTE: Be sure to put a comma before the conjunction.

The kitten was shivering.	I broke my pencil in half.
The rain was pouring.	We thoroughly enjoyed the adventure.
I couldn't finish my exam.	You should still be careful.
Dogs are usually friendly.	I wrapped it in a warm blanket.
I really don't like walking.	I ride my bike.
The holiday was expensive.	I enjoyed jumping in puddles.
Jan wanted to ride the rollercoaster.	She didn't have enough money.

1.	
2.	
3.	
4.	
5.	

The Gingerbread Man

Once upon a time, an old woman and her husband lived alone in a little old house. One day, she decided to make her husband's favourite treat, gingerbread cookies. She decorated the gingerbread man with eyes made of raisins and frosting for his clothes. What a fine looking gingerbread man he was!

After he was fully baked, she slowly opened the oven door. Up jumped the gingerbread man. He ran out the door saying, "Run, run, as fast as you can! You can't catch me! I'm the Gingerbread Man!"

The old woman and the old man ran after him, but they could not catch him. The Gingerbread Man ran and ran. Neither the pig, nor the cow, nor the horse who followed could outrun the Gingerbread Man. The Gingerbread Man ran and ran, laughing and singing.

Suddenly, he met a chicken. "Cackle, cackle," said the chicken. "You look fine enough to peck for dinner. I'm going to eat you, Gingerbread Man."

But the Gingerbread Man just laughed. "I ran away from an old woman, I ran away from an old man, I ran away from a cow, I ran away from a horse... And I can run away from you! I can!"

So he ran on singing, "Run, run, as fast as you can! You can't catch me! I'm the Gingerbread Man!" The chicken ran after the Gingerbread Man, but alas, she too could not catch him.

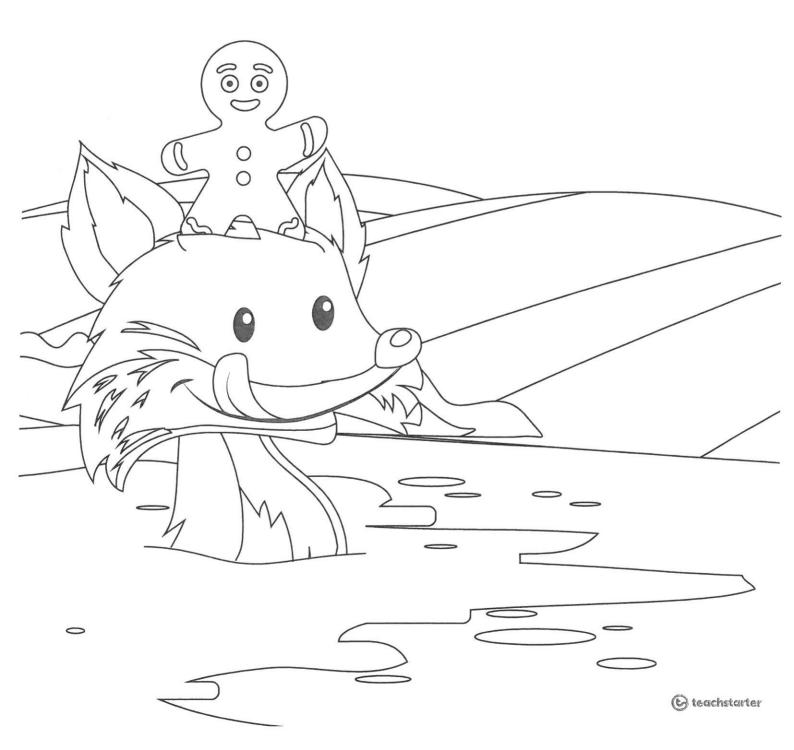
Then the Gingerbread Man reached a wide river. He didn't know how to swim. A sly and hungry fox saw the Gingerbread Man and said, "Jump on my tail and I will take you across the river!" The Gingerbread Man decided that he would be safe on the fox's tail. So he jumped on the fox's tail and they started across the river.



⋈

Halfway across the river, the fox barked, "You're too heavy for my tail, jump on my back." So the Gingerbread Man jumped on the fox's back.

Soon, the fox said, "You're too heavy for my back, jump onto my nose." So the Gingerbread Man jumped on the fox's nose. As soon as they reached the riverbank, the fox flipped the Gingerbread Man into the air, and... Snap! He gobbled him up. The Gingerbread Man was no longer a man, just dessert!



The Ginge	erbread Man Comprehension - Worksheet
Name	Date
	Comprehension Questions
1. Fo	r whom did the old woman make the Gingerbread Man?
2. a) —	How did she decorate the Gingerbread Man?
b)	Draw a picture of the Gingerbread Man.
y	
3. List	t all the people and animals that tried to catch the Gingerbread Man.
	at did the chicken want to do to the Gingerbread Man? How do you ow?

The (Gingerbread Man Comprehension - Worksheet
Nam	e Date
5.	A sly and hungry fox saw the Gingerbread Man What does the word 'sly' mean?
6.	What happened when the Gingerbread Man came to a wide river?
7.	Do you think the old woman would bake gingerbread cookies again? Why/why not?
8.	Put these events in the order in which they happened in the text.
	The Gingerbread Man hopped onto the fox's back.
	The old lady decided to bake her husband's favourite treat.
	The chicken tried to catch the Gingerbread Man.
	The Gingerbread Man jumped out of the oven.
	The man and woman tried to catch the Gingerbread Man.

SUPERFOODS

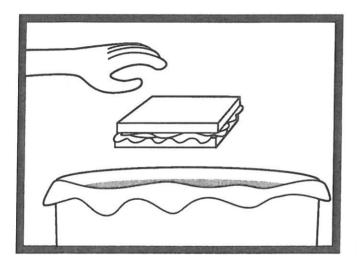
What's for Lunch?



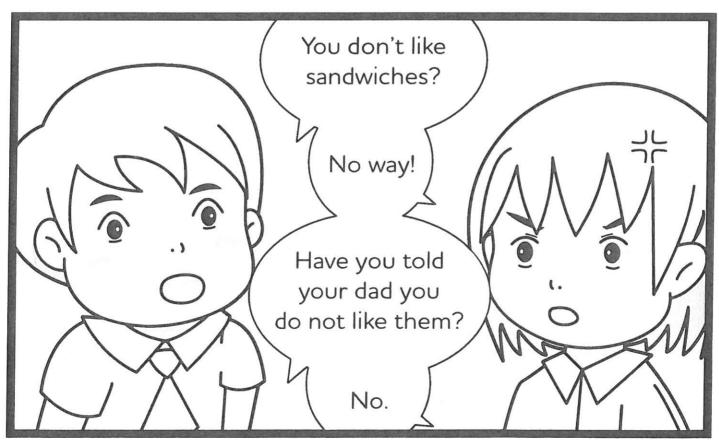


BELL RINGS FOR RECESS





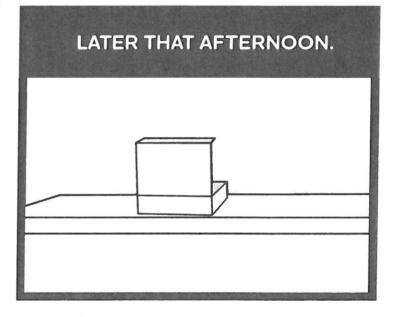














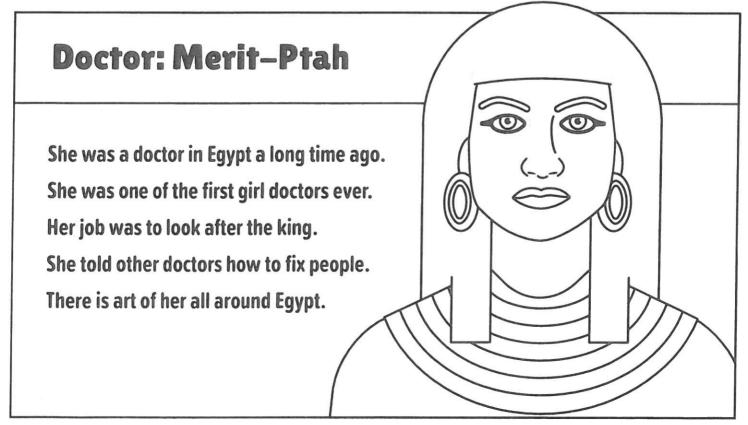


Superfoods: What's for Lunch? - Worksheet
Name: Date:
Superfoods: What's for Lunch?
Questions
Why do you think the girl in the comic is not happy?
2. What does the boy tell her to do?
3. Has there been a time you were given a lunch you did not like? When was that?
4. List some foods you know that are healthy.
 Suggest a lunch for the girl that is both delicious and healthy. Draw it below.

Human Histories

Helpful Heroes





Human Histories

Helpful Heroes



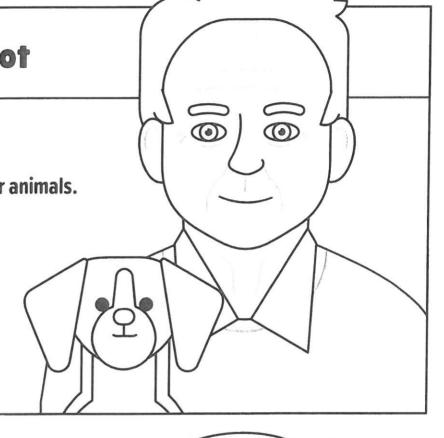
He was born in England in 1916.

He was a vet. A vet is a doctor for animals.

He loved to write.

He wrote books about pets and their owners.

People liked to read his books.



Fireman: Vladimir Pravik

He was born in Ukraine in 1962.

He was a fireman.

He put out a big fire that was very unsafe.

He helped save the city.

He was very brave.



Human Histories: Helpful Heroes – Worksheet		
Name: Date:		
Human Histories: Helpful Heroes		
Questions		
1. In the text, who was your favourite hero?		
2. What did they do that you thought stood out?		
3. Who is a helpful hero in your life? How do you know them?		
Who is a helpful field in your life: How do you know them:		
4. What do they do that makes them a hero to you?		
5. Draw a picture of your helpful hero.		

The Three Billy Goats Gruff

Once upon a time, there were three Billy Goats Gruff who lived in a valley. One day, they saw a field of sweet, green grass, but to get there they had to cross a bridge and underneath there lived a terrible, grumpy troll. The three goats made a plan.

The smallest Billy Goat Gruff came to the bridge. "Who's that trip trapping over my bridge?" growled the troll.

"It's only me, the little Billy Goat Gruff," said the smallest goat.

"Then I'm going to eat you up!" roared the troll.

"Don't eat me, I'm much too little," said the smallest Billy Goat Gruff. "My brother is coming after me and he is much bigger." So the troll waited for him.

Next, the medium-sized Billy Goat Gruff came over the bridge. "Who's that trip trapping over my bridge?" growled the troll.

"It's only me, the medium-sized Billy Goat Gruff," said the goat.

"Then I'm going to eat you up!" roared the troll.

"Don't eat me, I'm much too little," said the medium-sized Billy Goat Gruff. "My brother is coming after me and he is much bigger." So the troll waited for him.

Soon, the biggest Billy Goat Gruff came over the bridge.

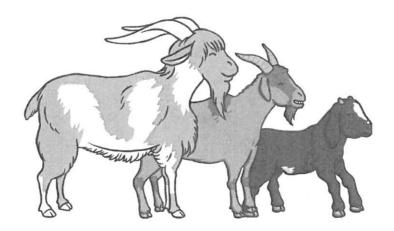
"Who's that trip trapping over my bridge?" growled the troll.

"It's me. Big Billy Goat Gruff," said the goat.

"Then I'm going to eat you up!" roared the troll.

"Oh no you won't!" shouted the biggest goat, and he charged at the troll. Smack! He butted him right over the edge of the bridge. The troll fell into the river and was never seen again.

The big Billy Goat Gruff joined his brothers. They found their field of sweet, green grass and ate lots.







The Three Billy Goats Gruff Questions

1.	Where did the three Billy Goats Gruff want to go?
2.	Write down one thing that the troll says over and over again.
3.	Who lived under the bridge?
4.	Which Billy Goat Gruff went first?
5.	What could the troll hear as the goats crossed the bridge?
6.	What did the first two goats say to the troll to make him wait?
7.	Do you like that the biggest goat butted the troll over the bridge? Why?
8.	Which is your favourite part of the story?







Whiting

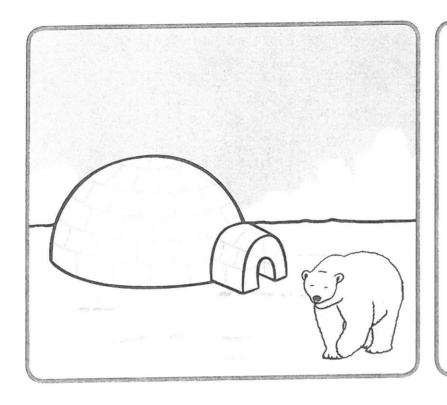


Name _____

Class _____

(b) teachstarter

Story Settings Description



Key Words

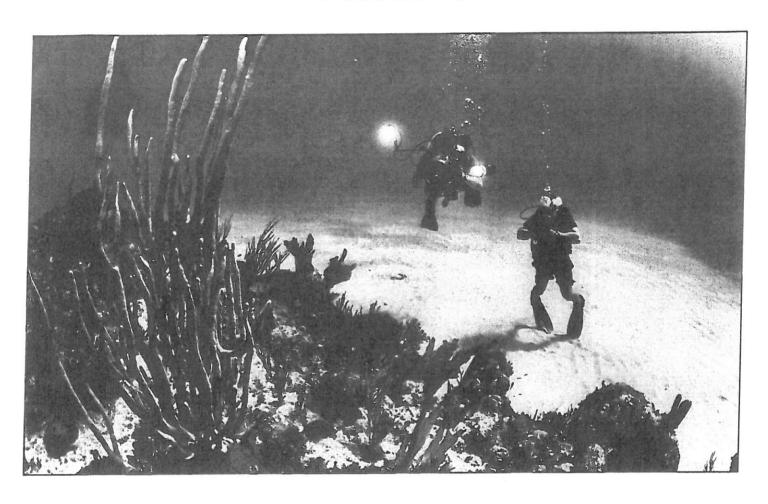
cold freezing snowy
icy bright white lonely
quiet beautiful dangerous
chilly bitter remote
breathtaking arctic

Can you write a paragraph about this setting?





Photo 4

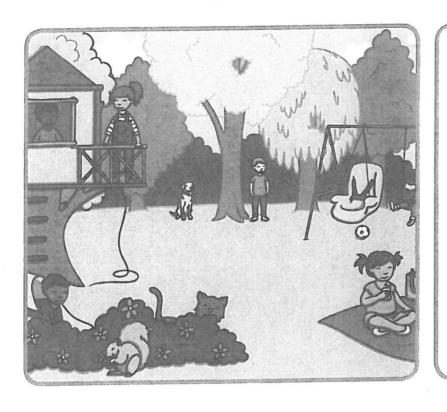


I can see		
I can hear		
	- 13	





Story Settings Description



Key Words

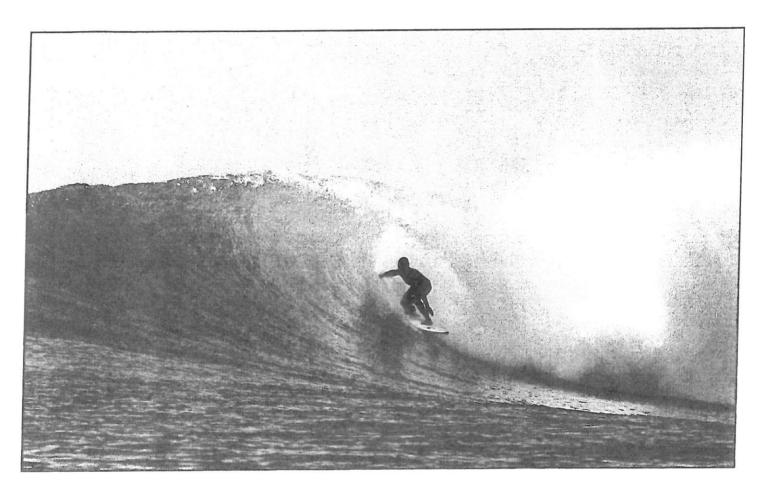
beautiful fantastic
lovely green leafy
noisy crowded lively
fun entertaining busy
enjoyable relaxing
wonderful pleasant

Can you write a paragraph about this setting?





Photo 5



I can see
can hear

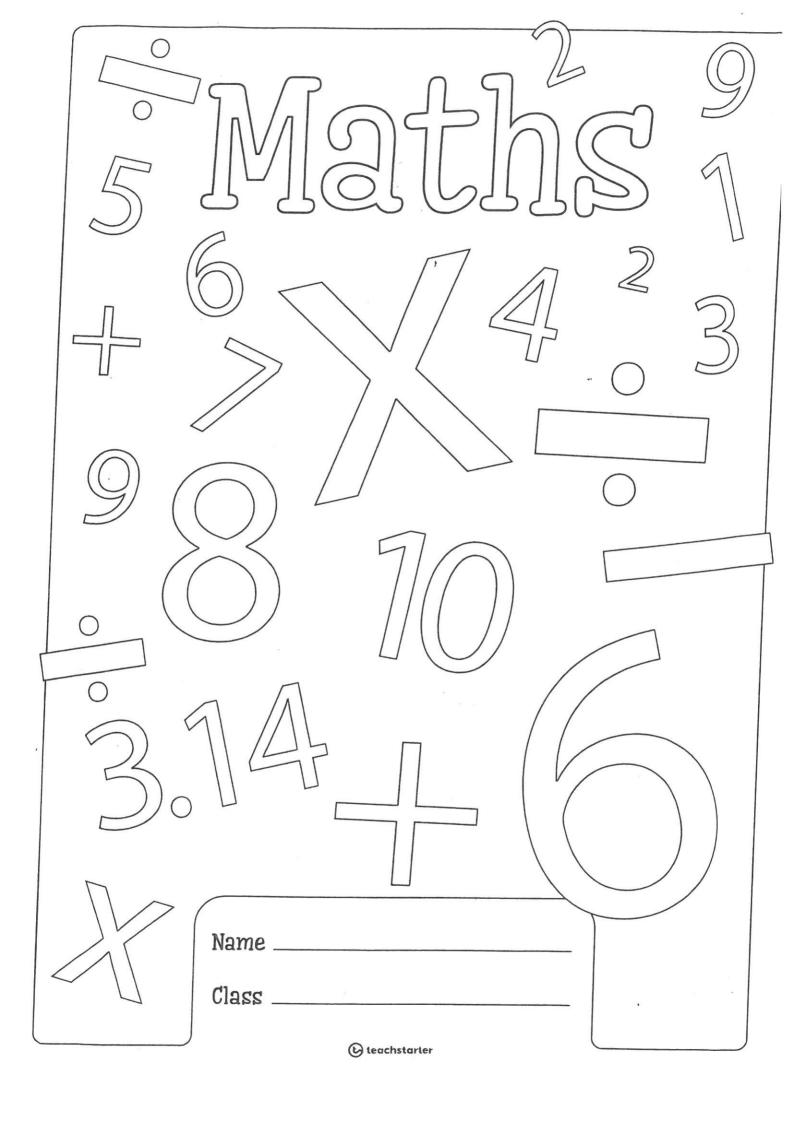




Name:	Date:	
I dullic.	*	

Bike Riding is Awesome!

Fill in the r	missing words.			
	brain	exercise	riding	7
	fitness	bones	energy	
		art, lungs and lower b		
		elop strength, balanc		
Bike	also help	s with your coordina	tion. Bike riding is a	good form
of	which help	s your	to work at its bes	st. Exercise
also puts you	ı in a good mood a	and gives you more _	Bik	e riding is a
		r friends and family.		
Draw a pictur	re	like to go bike riding		



Number Bonds Challenges

Number Bonds Challenge 3

10 + 10 =	12 + 8 =	16 + 4 =
5 + 15 =	9 + 10 =	3 + 17 =
0 + 20 =	7 + 13 =	12 + 7 =
9 + 10 =	19 + 1 =	4 + 15 =
4 + 16 =	6 + 13 =	11 + 9 =
18 + 2 =	2 + 18 =	2 + 17 =
1 + 18 =	13 + 6 =	10 + 9 =
14 + 6 =	20 + 0 =	8 + 12 =
11 + 8 =	15 + 4 =	17 + 3 =
7 + 12 =	13 + 7 =	5 + 14 =
6 + 14 =	14 + 5 =	16 + 3 =
8 + 11 =	18 + 2 =	1 + 19 =
3 + 16 =	9 + 11 =	
10 + 10 =	15 + 5 =	





Number Bonds Challenges

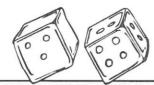
Number Bonds Challenge 4

= 9 + 7	2 + 18 =	50 + 50 =
1 + 9 =	70 + 30 =	80 + 20 =
30 + 70 =	14 + 6 =	2 + 8 =
5 + 15 =	5 + 5 =	17 + 3 =
80 + 20 =	17 + 3 =	= 09 + 04
2 + 8 =	11 + 9 =	100 + 0 =
13 + 7 =	90 + 10 =	3 + 7 =
10 + 90 =	6 + 4 =	1 + 9 =
16 + 4 =	70 + 30 =	70 + 30 =
7 + 13 =	1 + 9 =	18 + 2 =
10 + 10 =	14 + 6 =	5 + 15 =
1 + 9 =	0 + 20 =	10 + 0 =
8 + 2 =	2 + 18 =	
50 + 50 =	7 + 3 =	





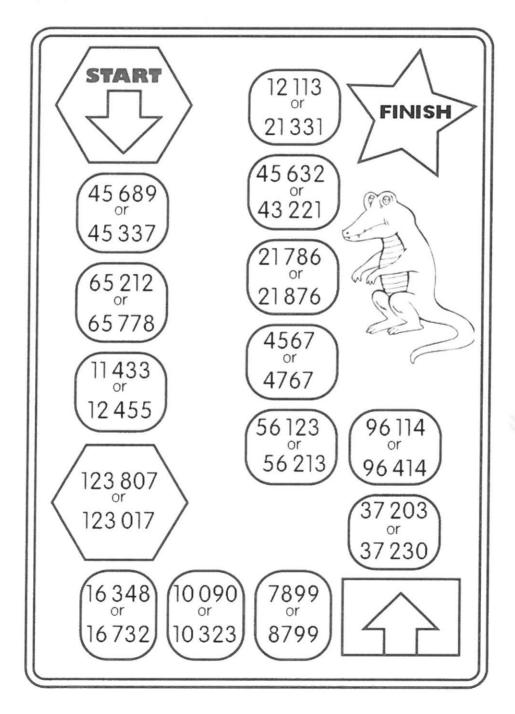




Croco Troppo

This game will help you to practise finding the larger number.

You will need a dice and ten different coloured counters for each player. Players put their counters on start. Player 1 rolls the dice and moves that number of spaces on the board. The player must decide which number is bigger on that square. If they get the answer right, they can collect one of their counters. If they are wrong, they must put one of their counters back. Player 2 has their turn and the game continues until both players cross the finish line. The player with the most counters wins.





Representing Large Numbers - workshe	eet	
Name		Date

Representing Large Numbers

Fill in the missing blanks for each of these numbers.

Number	Number in Words
1 000	
4 800	
	Six thousand, three hundred.
7 440	
	Ten thousand.
11 280	
13 333	
	Fourteen thousand, two hundred and fifty.
17 080	
20 001	
24 999	
25 040	
	One hundred and forty thousand.



ODD ONE OUT

Materials: Dice counters in two colours.
A game for two players.
Aim: To be the player with the most

Rules: Players take turns to roll a dice and move that many squares. If you land on an odd number place a

counter in your opponent's scorebox.

Start	1	2	3	4	5	6	7	8
							c	9
32	33	34	35	36	37	38		10
31						39		11
30		50	Fi	nish		40		12
29		49		111311		41		13
28		48				42		14
27		47	46	45	44	43		15
26	•							16
25	24	23	22	21	20	19	18	17
Scorebox:	Player 1			Score	ebox: Playe	er 2		

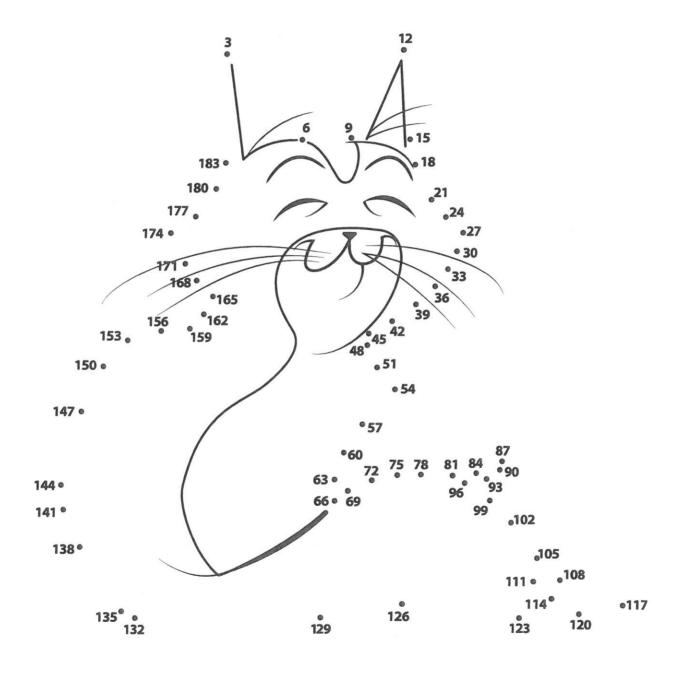


Name _____

Date _____

Counting by 3

Complete the dot-to-dot by starting at 3 and counting up by threes.



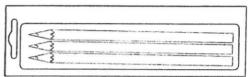
Number of the Day - Wo	rksheet		***************************************			
Name			Date			
Number of the Day						
Odd or even? Word form:	123	3	Sum of the digits:			
Make the number us		Tally marks:				
10 more: Write a sum that equals you 10 less: 100 more: 1000 more: 1000 less: 1000 less: 2			=			
Thousands	Hundreds	Tens	Ones			

Addition and Subtraction Two-Step Word Problems

Aim: I can solve two-step problems involving addition and subtraction.

1. John buys 12 pencils one week and 7 the following week. He gives 3 pencils to his friend.

How many pencils does he have left?



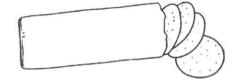
2. Lydia has 15 marbles. She takes them to her friend's house. She loses 3 on the way and 4 in the house.

How many does she have left?



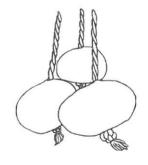
3. Asif has a packet of biscuits. There are 12 in the packet. He gives 6 of the biscuits to some friends. He buys another packet of 12 biscuits.

How many biscuits does he have now?



4. Amina collects 23 conkers. She gives 6 of the conkers to her brother and 8 to her sister.

How many conkers does she have left?

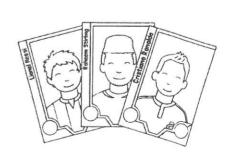


5. James and Zain bring their football cards to share with their friend Thomas.

James brings 14 and Zain brings 11.

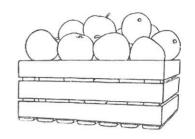
They give Thomas 8 cards between them.

How many do James and Zain have left altogether?



6. A greengrocer has a box of apples.In the morning he sells 17 apples.In the afternoon he sells 6 apples.At the end of the day there are 11 apples left in the box.

How many apples were there at the start of the day?



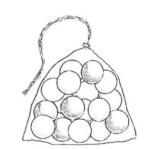
7. In a school kitchen, the cook has 20 pie trays. She makes meat pies and vegetarian pies. The cook uses 8 trays for the meat pies and 7 for the vegetarian pies.



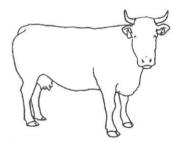
How many trays are not used?

8. A teacher collects a bag of 28 balls for a PE lesson. There are 3 colours of ball. There are 13 blue balls and 8 green balls.

How many red balls are there?



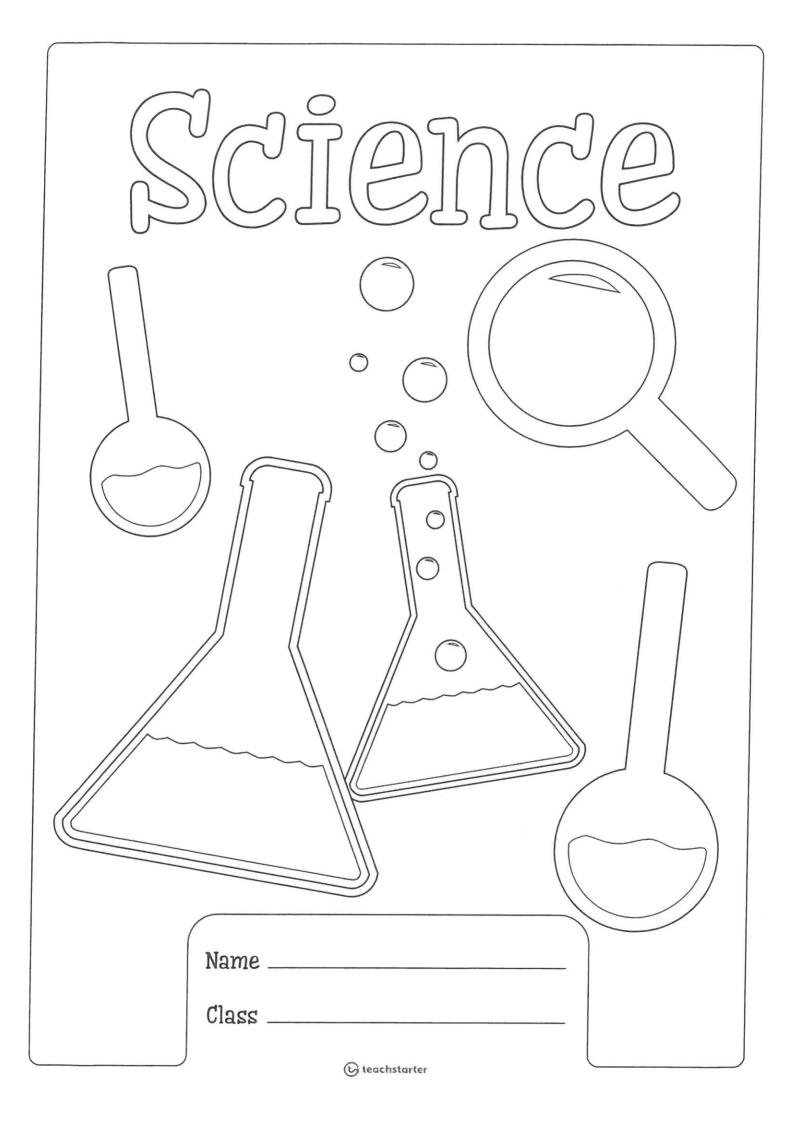
9. A farmer has 26 cows, which he keeps in 3 fields. After counting 12 in the first field and 5 in the second, how many cows would he expect to find in the third?



10. A photographer takes 34 photographs in a day. She takes 13 in the morning and 12 in the afternoon. She takes the rest of the photographs in the evening.

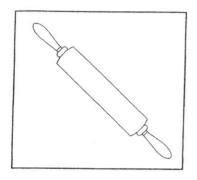
How many photographs does she take in the evening?

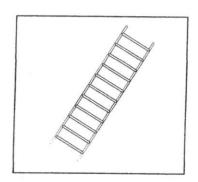


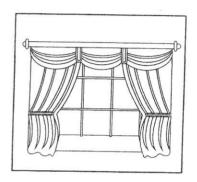


OSIG SIMPLE AVICENTES

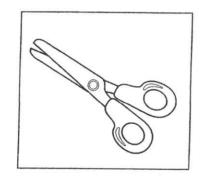
Label the simple machines below.

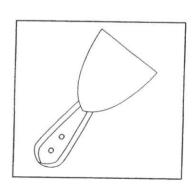


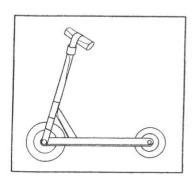


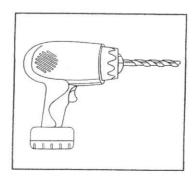


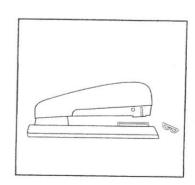




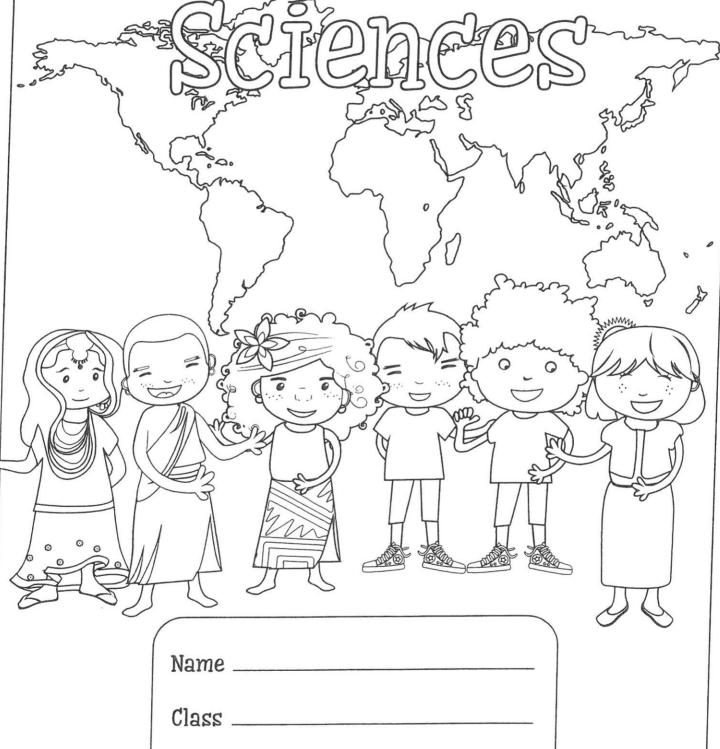








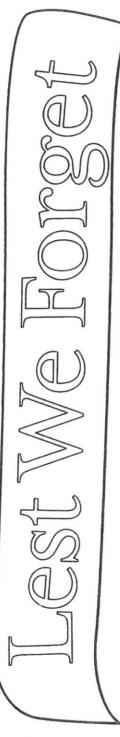
Humanities and Social

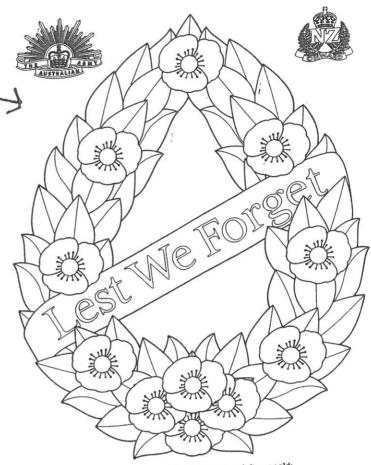


(b) teachstarter



Here are the pieces to make this wreath





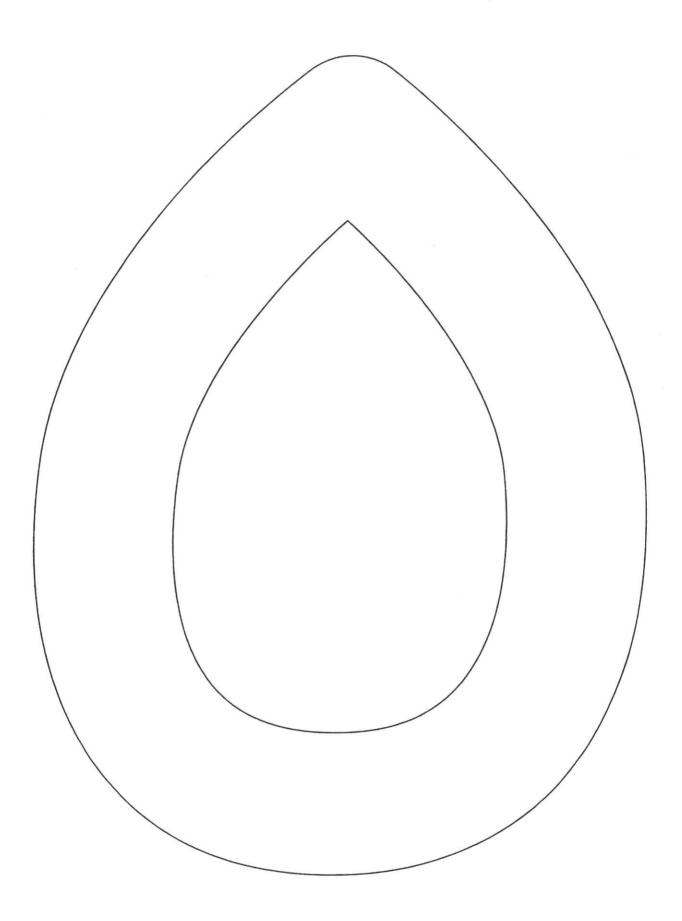
They shall grow not old, as we that are left grow old; Age shall not weary them, nor the years condemn. At the going down of the sun and in the morning, We will remember them.

from "For the Fallen" Laurence Birgon 1914







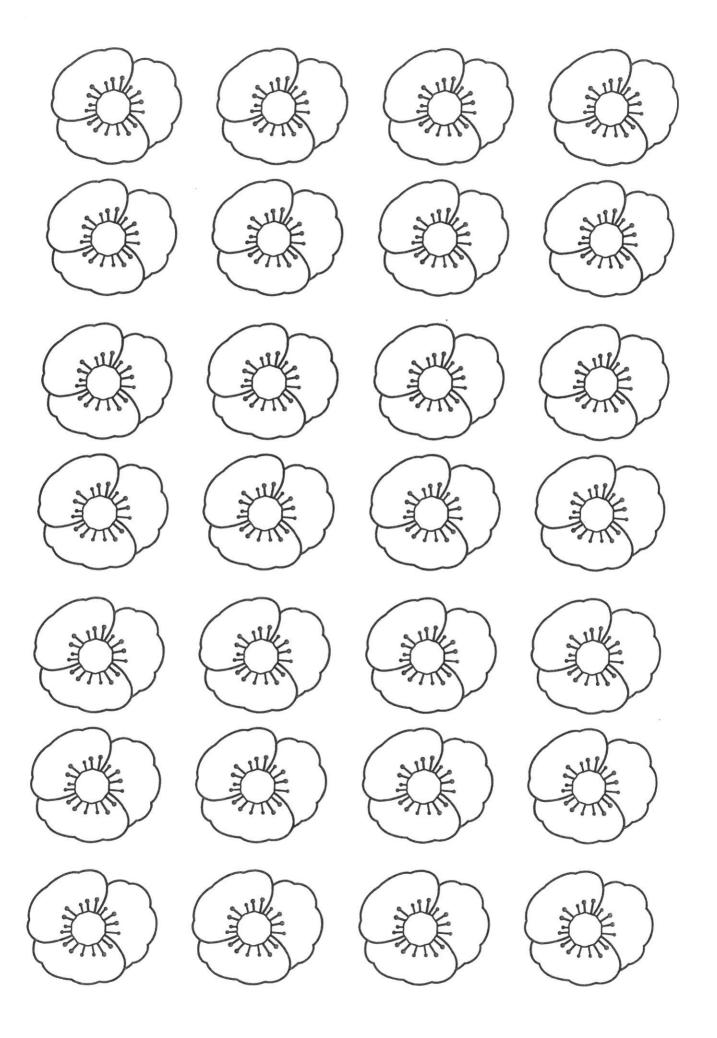


They shall grow not old, as we that are left grow old; Age shall not weary them, nor the years condemn. At the going down of the sun and in the morning, We will remember them.

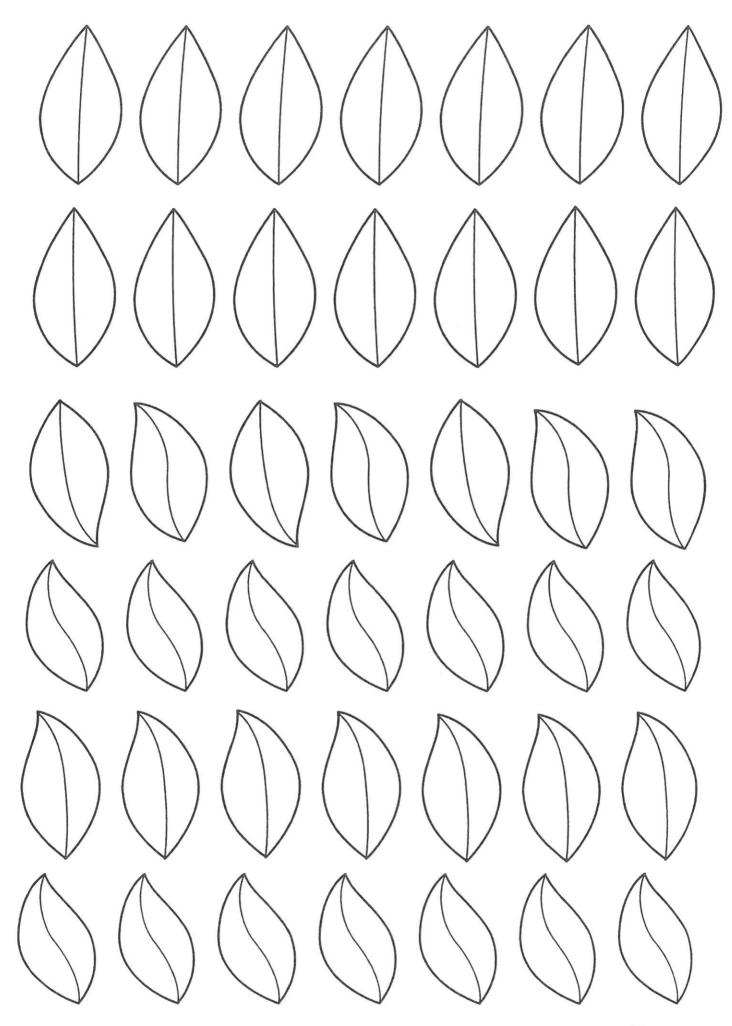
from "For the Fallen" Laurence Binyon 1914



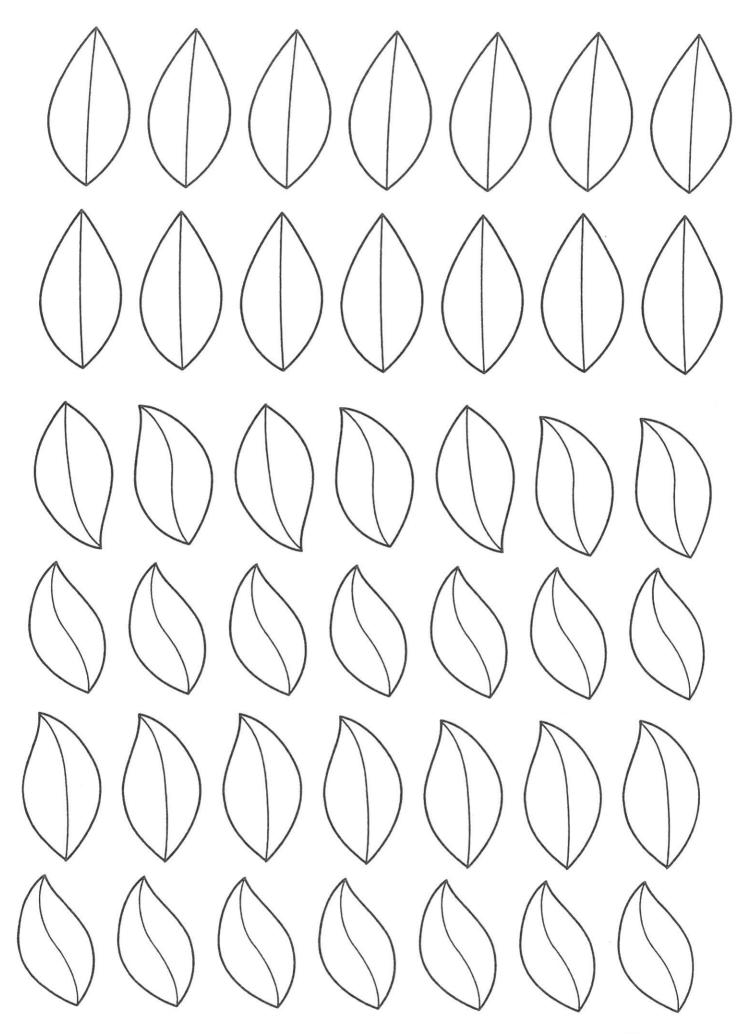






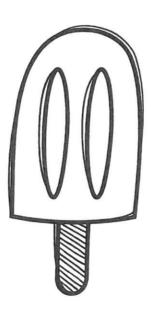








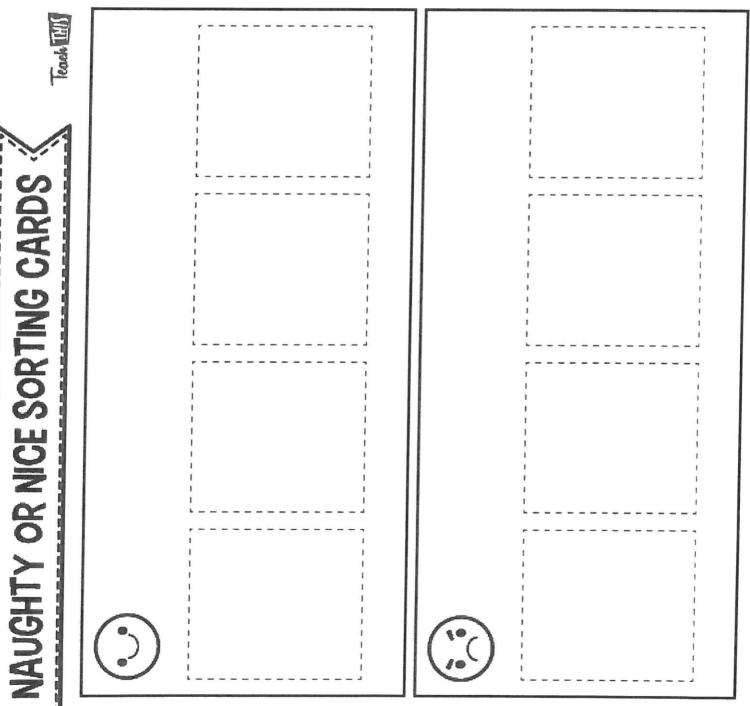




name:

class:





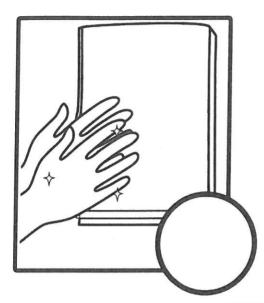


How to wash your Hands

Number each picture in the correct order.

Name: ____

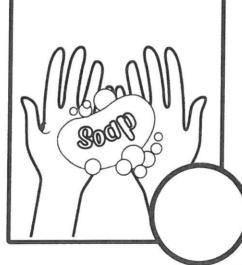
Teach IHIS



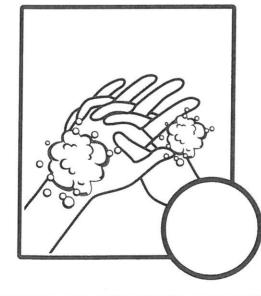




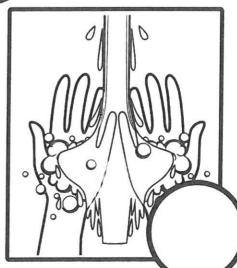






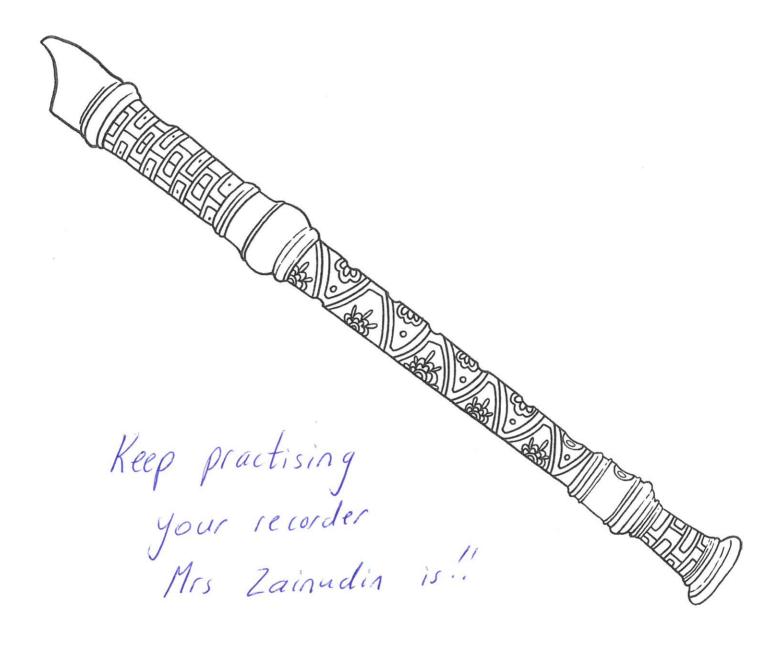












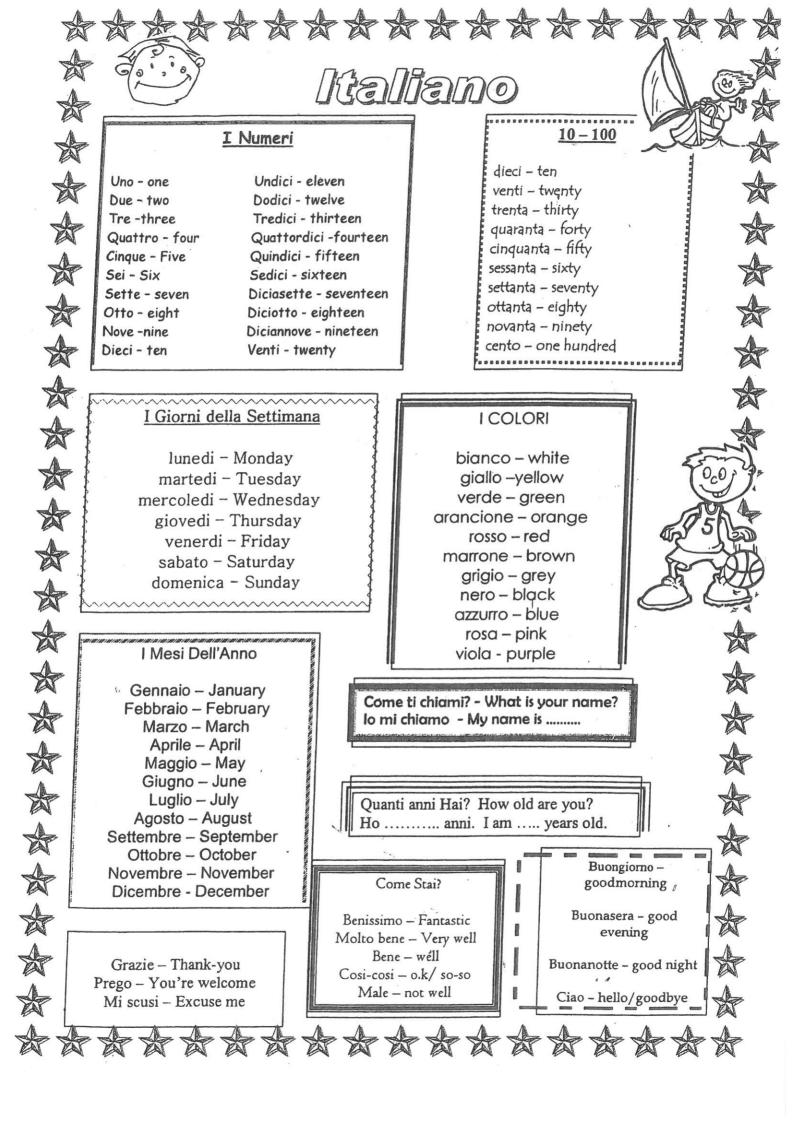
Italian



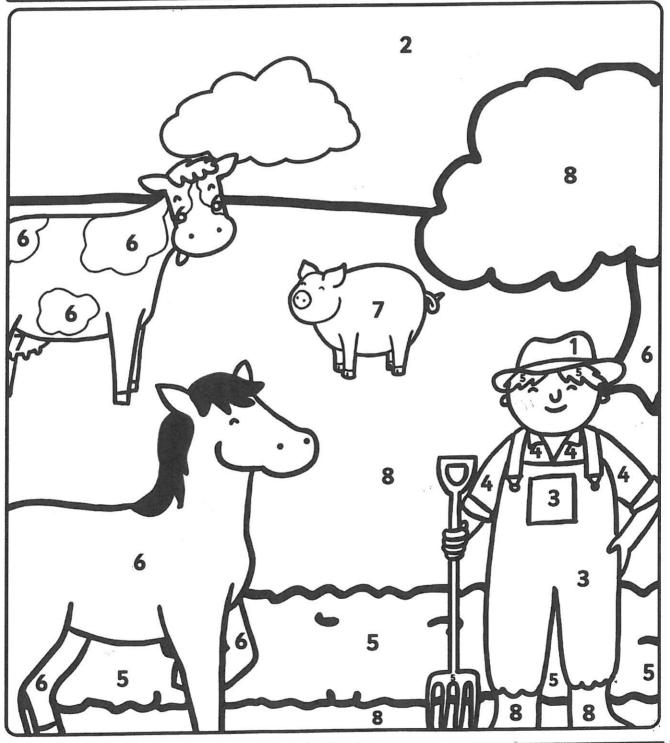
Italian Work Package-Week Two

This package includes:

- Italian vocabulary list to practice your Italian (focus on colours and greetings)
- Farm colour by number sheet

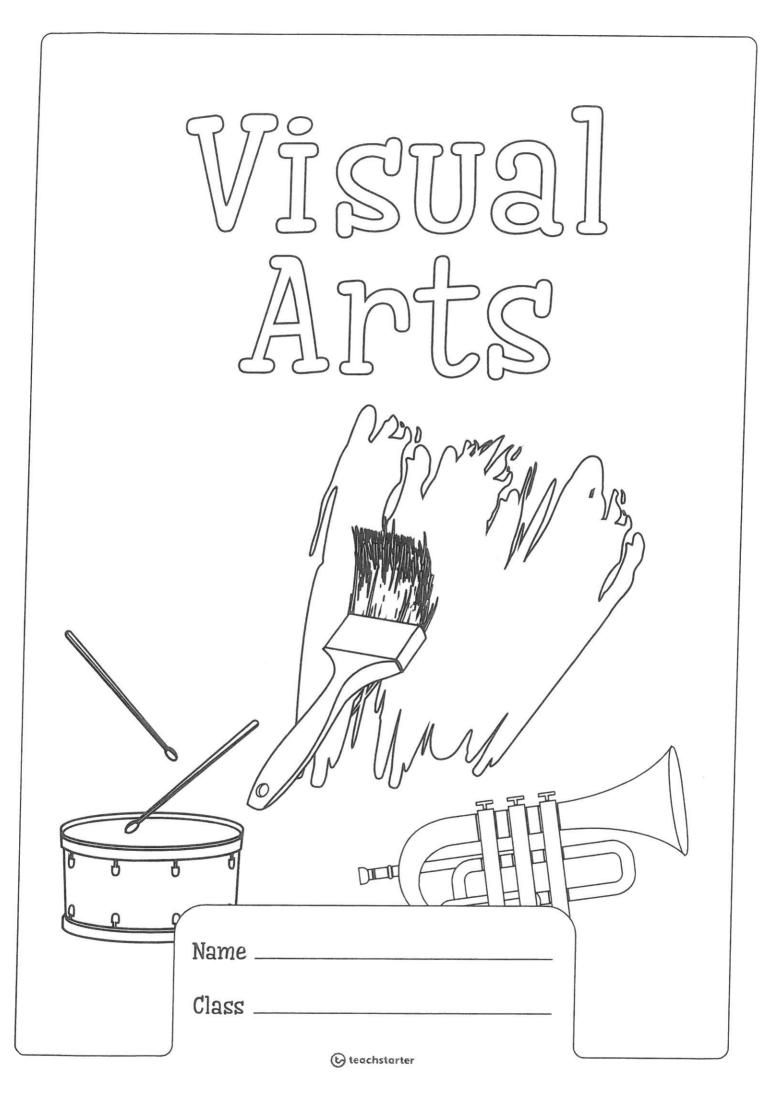


Farm Colour by Number Sheet Colora la fattoria con i numeri









Art Project links to see coloured pictures.

https://artprojectsforkids.org/wp-content/uploads/2020/03/Draw-a-Britto-Cat-.pdf

https://artprojectsforkids.org/wp-content/uploads/2018/01/Draw-a-Peacock.pdf

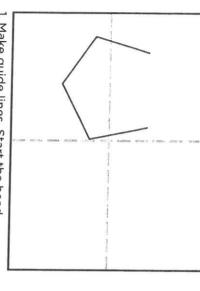
https://artprojectsforkids.org/wp-content/uploads/2020/03/Draw-a-Bunny-Face.pdf

https://artprojectsforkids.org/wp-content/uploads/2020/03/Easter-Bunny.pdf

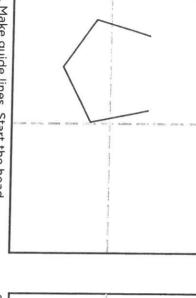
Fantastic site for directed Art activities

https://www.artforkidshub.com/

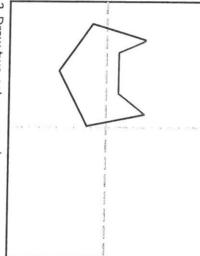


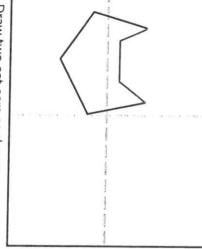


1. Make guide lines. Start the head.



2. Draw two cat ears as shown.

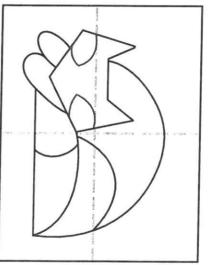




Draw two paws.



4. Draw large half circle for the body.



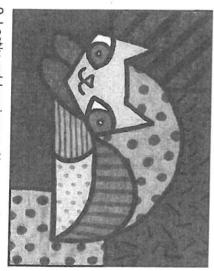
Draw outside of eyes.



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Draw a Romero Britto Cat



9. Lastly, add various patterns on top.

8. Trace with a thick black marker, fill shapes.

7. Draw inside eyes, and four lines.

