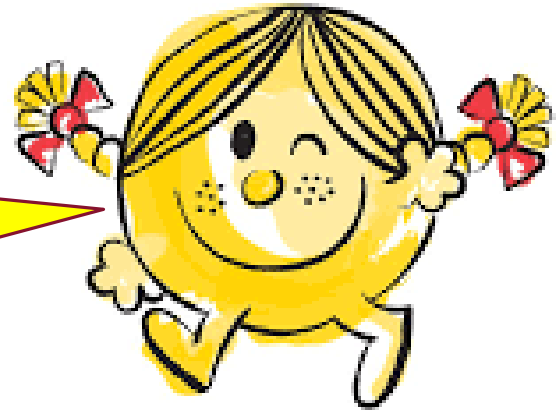# MONDAY 23RD MARCH

BEECH CLASS

GOOD MORNING EVERYONE.
TODAY'S SUBJECTS ARE AS FOLLOWS...

1. Maths

2. English

3. Comprehension

4. Handwriting

5. PE

6. ICT

Remember; if you cannot access any of today's activities, you can always choose a task from the teacher's suggestions.

A smile is the curve that sets everything straight

MATHS - YEAR 4
LO: KNOW HOW TO PLOT/READ CO-ORDINATES

Mental maths starter: Start to fill in your blank X table square

(given on Friday) or recite your X table as many times as you ca[n]

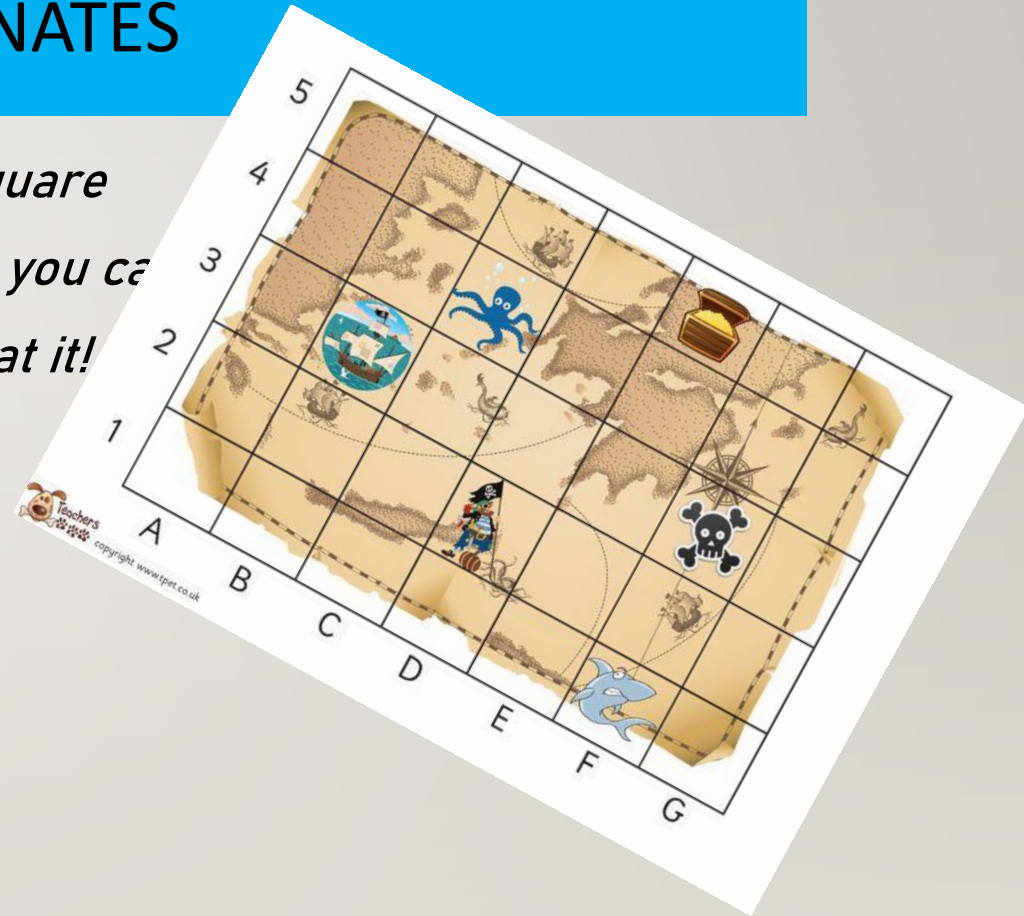*in 1 minute. Make a note of how many – see if you can beat it!*

For additional information / help watch:

https://www.youtube.com/watch?v=6eX4PZJjofI

https://www.youtube.com/watch?v=d6vhjpnfd3c

Or got to:

https://www.eduplace.com/math/mathsteps/4/c/index.html

THE **HORIZONTAL AXIS** IS CALLED THE **X-AXIS**. THE **VERTICAL AXIS** IS CALLED THE **Y-AXIS**. THE POINT WHERE THE *X*-AXIS AND *Y*-AXIS INTERSECT IS CALLED THE **ORIGIN**. THE NUMBERS ON A COORDINATE GRID ARE USED TO LOCATE POINTS. EACH POINT CAN BE IDENTIFIED BY AN **ORDERED PAIR** OF NUMBERS; THAT IS, A NUMBER ON THE *X*-AXIS CALLED AN **X-COORDINATE**, AND A NUMBER ON THE *Y*-AXIS CALLED A **Y-COORDINATE**. ORDERED PAIRS ARE WRITTEN IN PARENTHESES (*X*-COORDINATE, *Y*-COORDINATE) EG. (5,3).

- If you have **Abacus 4**. Complete pages 50 – 51 (Shape, data and measures)

- If you have **Evolve**. Complete pages 38-39 (Evolve text book 3)

Note: this is revision of work we have done previously, in maths and geography.

Top Tip: remember 'along the corridor, up the stairs'

(X , Y)
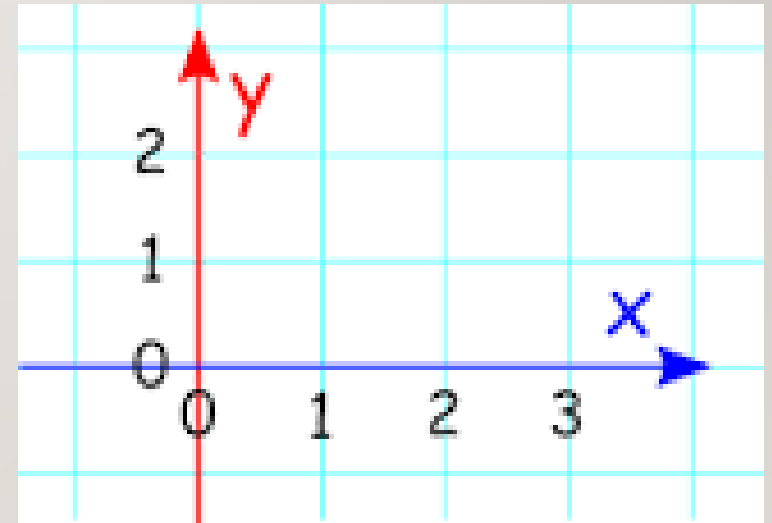
ANSWERS: remember to do 3 questions, then check answers – wrong? Try to work out where you are making mistakes / look at guidance again or use a resource which could help, then do the next 3 Q's.
Still wrong? Ask and adult.

Evolve answers

Page 38
Co-ordinates

1. football (b, 1)
2. chair (c, 1)

page 38 continued

3. bookshelves (e, 2)
4. bike (d, 5)
5. sand tray (b, 4)
6. bricks (e, 4)
7. water tray (c, 3)
8. toy box (b, 2)
9. paints (e, 1)

Owl Answers will vary.

Page 39
Co-ordinates

1. trees
2. car
3. ice cream van
4. ducks
5. picnic bench
6. slide
7. tent
8. roundabout
9. bench

Owl Answers will vary.

Abacus 4 answers (shape book)

page 50
Coordinates

Position S7

1. 5	**2.** 2	**3.** 3	**4.** 6	**5.** 0
6. 1	**7.** 2	**8.** 4	**9.** 5	
1a. 1	**2a.** 3	**3a.** 5	**4a.** 3	**5a.** 4
6a. 5	**7a.** 0	**8a.** 2	**9a.** 6	
1b. (5,1)	**2b.** (2,3)	**3b.** (3,5)	**4b.** (6,3)	**5b.** (0,4)
6b. (1,5)	**7b.** (2,0)	**8b.** (4,2)	**9b.** (5,6)	

Shape, Data and Measures

page 51
Coordinates

Position S7

1. (1,1)	**2.** (5,5)	**3.** (8,6)	**4.** (9,9)	**5.** (9,2)
6. (2,3)	**7.** (0,4)	**8.** (5,1)	**9.** (4,7)	**10.** (2,6)

ENGLISH
LO: TO COLLECT TOGETHER IDEAS.

Context / purpose: Mrs Patchett would like you to write a page for our school prospectus, encouraging other children to come to Bournebrook.
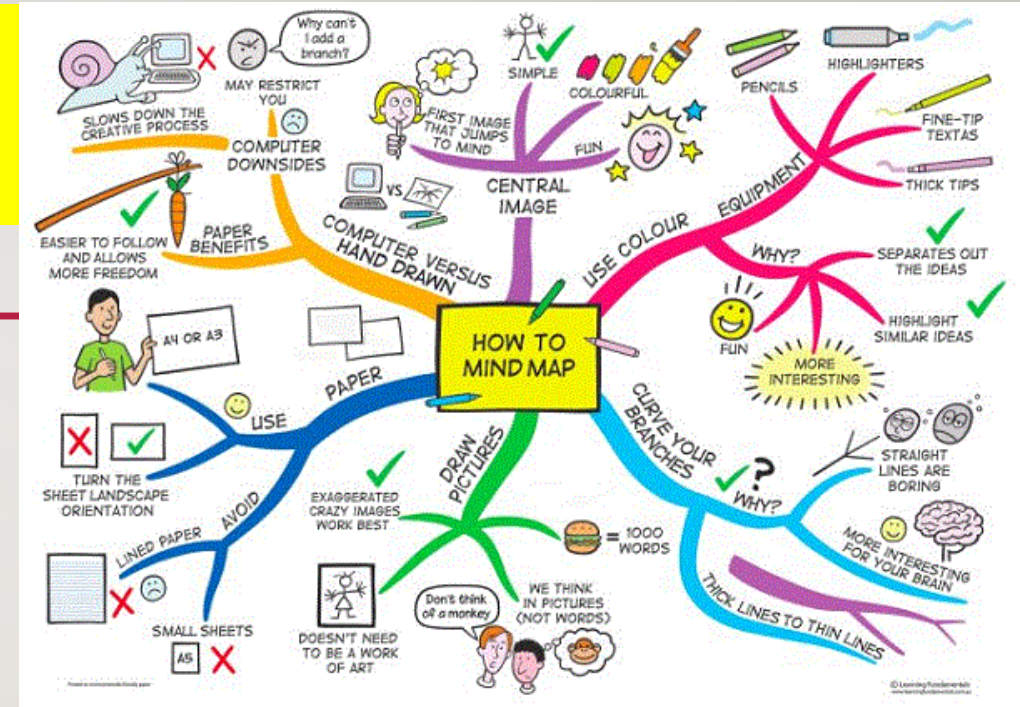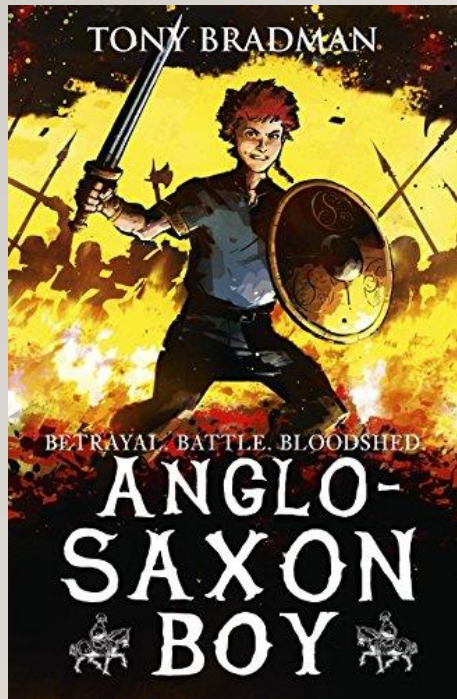
Task: **Create a mindmap** of all the best things about our school. These could include:

The site / classrooms / facilities (things we have, like computer suite / field) / the staff and pupils / the extra curricular activities such as sports clubs, fun-club, choir, art etc.

Add these ideas with colour / pictures, words and phrases which could help **PERSUADE.**

Re-read Anglo Saxon boy, from page 150 (chapter 14) and continue to the end of this chapter – page 170.

HANDWRITING
LO: FORM LETTERS CONSISTENTLY (SIZE / SHAPE / DIRECTION)

- Complete 2 rows of each:

an ar am cr

hand ear camp crumpet

SPELLING
LO: TEST YOURSELF ON LAST WEEKS SPELLINGS

- You had spellings given out and stuck into journals last week – ask another member of your household to test you, then self check as you would normally in class.

PE
GET UP AND GET MOVING!

- If you can access the internet – have a go at a couple of 'Just dance' tracks, like the ones Mr Mears uses with you.

- https://www.youtube.com/watch?v=zyIXQsDY9NE   (Macarena)

- https://www.youtube.com/watch?v=RYgIVc5Jvjg&list=TLPQMjAwMzIwMjAUOiMg1CruSQ&index=3 (Ghostbusters)

ICT: DO A GOOGLE SEARCH FOR 'HOUR OF CODE'
JUST LIKE THE 'MINECRAFT' CODING WE DID IN SCHOOL, WORK YOUR WAY THROUGH THE STAR WARS CODING ACTIVITIES

Star Wars: Building a Galaxy with Code
Code.org
Grades 2+ | Blocks, JavaScript

Learn to program droids, and create your own Star Wars game in a galaxy far, far away.

Start

More resources	☑ **Teacher notes**
Short link	https://hourofcode.com/star-wars
Student experience	Beginner