

Homework Expectations - Year 4: Level 2 and Level 3

Autumn Term 1 (7 Weeks)

This homework (with clickable links and support options) can be found on our website:

www.chesswood.w-sussex.sch.uk Home > Learning > Home Learning > Homework

The homework week runs from Friday to Thursday each week.

Name:			
Class:		Level:	

Complete homework for the level indicated above. Do you accept the challenge to level-up? If you experience any difficulties, speak to (or email) your class teacher.

Reading - Accelerated Reader (Reading Support at Home)	
Level 2	Weekly Time: Minimum 30 minutes reading x 5 times per week (or 2.5 hours total) Half Term Aim: Achieve 100% of your personal target Half Term Word Challenge: Jedi Master = 83,400 (target ½ million over year)
Level 3	Weekly Time: Minimum 30 minutes reading x 5 times per week (or 2.5 hours total) Half Term Aim: Achieve 100% by reading a wider range of genres - reading challenge Half Term Word Challenge: Jedi Grand Master = 250,000 (target 1.5 million over year)

Writing (Spelling) (Writing Support at Home)			
Level 2	Weekly Time: Minimum 30 minutes - use the spelling activities or the spelling games links Fortnightly Aim: Learn the class (or accessing if told to) spellings for the correct week. Fortnightly Challenge: Achieve 70%+ in your spelling tests Extension: make sure you can spell all these words: First 100 Next 200 Y1/Y2		
Level 3	Weekly Time: Minimum 30 minutes - use the spelling activities or the spelling games links Fortnightly Aim: Learn the class and additional spellings – use them in context in your writing Fortnightly Challenge: Achieve 90%+ in your spelling tests Extension: write a story to include the words in context		
Week 1-3 Group1	Accessing	change, enjoy, games, village, smudge, bridge, said	GAMES
	Class	flies, tries, copies, replying, crying, copying, copied, replied, happiest, happier	GAMES
	Additional	appear, address, arrive, answer, believe, breath, century, describe, knowledge, occasion(ally)	GAMES
Week 4-5 Group2	Accessing	circus, circle, century, celebrate, pencil, princess, they	GAMES
	Class	mixing, hiking, dropping, hiked, nicer, runner, nicest, saddest, shiny, runny	GAMES
	Additional	weight, reign, height, bicycle, centre, sentence, potatoes, quarter, ordinary, natural	GAMES
Week 6-7 Group3	Accessing	gnome, sign, know, knot, knife, knee, of	GAMES
	Class	can't, couldn't, it's, man's, babies', women's, there, their, mist, missed, weather, whether	GAMES
	Additional	circle, though, library, minute, regular, promise, grammar, extreme, surprise, pressure	GAMES

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Writing (Grammar & Punctuation) - IXL English (Writing Support at Home)		
Level 2	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the skills below Half Term Challenge: Jedi Master = Complete 18 skills (target 105 over year) Extension: Choose skills from your recommendations in your year group	
Level 3	Weekly Time: Minimum 30 minutes Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the tasks below Half Term Challenge: Jedi Grand Master = Complete 25 skills (target 148 over year) Extension: Complete activities from the developing writing grid	
Year 4 W.3 Use coordinating conjunctions	Year 4 W.4 Use subordinating Conjunctions	Year 4 W.5 Choose the best transition
Year 4 LL.2 Identify Nouns	Year 4 LL.5 Form regular plurals with -s, -es and -ies	Year 4 LL.11 Identify and correct errors with plural and possessive nouns
Year 4 T.1 Put the sentences in order	Year 4 V.1 Choose the text that matches the writer's purpose	Year 4 X.1 Distinguish facts from opinions
Year 4 PP.2 Identify verbs in the regular past tense	Year 4 PP.13 Is the sentence in the past, present or future tense	Year 4 PP.14 Change the sentence to future tense
Year 4 F.1 Use key details to determine the main idea	Year 4 H.1 Identify the purpose of a text	Year 4 K.1 Determine the meaning of similes
Year 4 RR.3 Identify adjectives	Year 4 RR.5 Identify adverbs	Year 4 RR.7 Is the word an adjective or adverb?
Year 4 M.2 Draw inferences from a text	Year 4 M.3 Make predictions about a story	Year 4 N.1 Identify story elements
Year 4 Y.1 Add descriptive details to sentences	Year 4 Y.2 Show character emotions and traits	Year 4 UU.1 Pronoun-verb contractions
Year 4 UU.2 Contractions with 'not'	Year 4 SS.1 Identify prepositions	Year 4 SS.2 Identify prepositions and their objects
Year 4 QQ.1 Use the correct article: a or an	QQ.2 Use the correct article: a, an or the	Year 4 QQ.3 Identify articles
Year 4 Z.1 Identify base words, prefixes and suffixes	Year 4 Z.2 Determine the meaning of a word with pre-, re- or mis-	Year 4 MM.1 Identify personal pronouns
Year 4 MM.2 Choose between subject and object personal pronouns	Year 4 BB.1 Form compound words	Year 4 BB.2 Form and use compound words

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Maths (Mental Number Fluency)	
Level 2	<p style="text-align: center;">Weekly Time: Minimum 30 minutes</p> <p>Half Term Aim: Answer as many TT Rock Stars 'Garage' questions as you can</p> <p>Autumn Term Challenge: Earn over 40,000 coins (target 120,000 over year)</p>
Level 3	<p style="text-align: center;">Weekly Time: Minimum 30 minutes</p> <p>Half Term Aim: Answer as many TT Rock Stars 'Studio' questions as you can</p> <p>Autumn Term Challenge: Headliner = speed less than 4 seconds, accuracy above 90%</p>

Maths (Fluency and Mastery) - IXL Maths		
Level 2	<p style="text-align: center;">Weekly Time: Minimum 30 minutes</p> <p>Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the skills below</p> <p>Half Term Challenge: Jedi Master = Complete 27 skills (target 161 over year)</p> <p>Extension: Choose skills from your recommendations in your year group</p>	
Level 3	<p style="text-align: center;">Weekly Time: Minimum 30 minutes</p> <p>Half Term Aim: Reach the Excellence Zone (90-99) or Master (100) all the tasks below</p> <p>Half Term Challenge: Jedi Grand Master = Complete 39 skills (target 230 over year)</p> <p>Extension: Complete activities from the developing maths grid</p>	
Year 4 A.1 Even or odd	Year 4 A.6 Skip-counting puzzles	Year 4 A.7 Number sequences
Year 4 A.8 Ordinal numbers to 100th	Year 4 A.9 Writing numbers up to 10,000 in words: convert words to digits	A.11 Roman Numerals
Year 4 A.13 Compare numbers up to 100,000	Year 4 A.14 Compare numbers in tables: up to 100,000	Year 4 A.16 Put numbers in order: up to 100,000
Year 4 B.1 Place value models up to thousands	Year 4 B.2 Place value names up to thousands	Year 4 B.3 Place value names up to hundred thousands
Year 4 B.4 Value of a digit	Year 4 B.6 Convert between place values	Year 4 B.7 Convert from expanded form
Year 4 C.1 Add a two-digit number to a three-digit number	Year 4 C.2 Add a two-digit number to a three-digit number - word problems	Year 4 C.6 Add two three-digit numbers
C.8 Add two three-digit numbers – word problems	Year 4 C.11 Add three or more numbers with up to three digits each	Year 4 C.22 Addition: fill in the missing digits
Year 4 D.1 Subtract a two-digit number from a three-digit number	Year 4 D.2 Subtract a two-digit number from a three-digit number - word problems	Year 4 D.5 Subtract three-digit numbers
Year 4 D.7 Subtract three-digit numbers - word problems	Year 4 D.10 Subtract multiples of 10, 100 or 1,000 from whole number	Year 4 D.14 Subtract numbers with up to four digits – word problems
Year 4 O.1 Understanding integers	Year 4 O.2 Count on a number line with negative numbers	Year 4 O.3 Graph integers on number lines
Year 4 Q.1 Round using a number line – nearest ten or hundred	Year 4 Q.2 Round to the nearest ten or hundred	Year 4 Q.3 Round to the nearest ten, hundred or thousand
Year 4 S.1 Repeating patterns	Year 4 S.2 Growing patterns	Year 4 S.3 Find the next shape in a pattern

CHOICE (Other Areas of the Curriculum)
Learn 'Life Skills' and knowledge for other curriculum subjects this term - LINK