











Topic	YEAR 4 HOMEWORK - AUTUMN TERM 2017 - RAIDERS OR TRADERS?					I AM GOING TO CHOOSE...
Literacy and Communication (YOU MUST DO AT LEAST TWO OF THESE EACH HALF-TERM)	<u>Historical stories</u> Plan and write a short story set in Viking times. Remember to think carefully about accurate punctuation, a range of sentence openers and interesting vocabulary. 	<u>Recounts/newspaper reports</u> Imagine that you are a Viking trader and write a newspaper report describing an expedition or a magazine article about a typical day in your life. Remember to include your personal opinions as well as factual information.	<u>Information texts</u> Choose one of the Viking homelands (Norway, Sweden or Denmark) to research and produce an information text about. 	<u>Poetry</u> Write a poem about life in Viking times. This can either be: - A performance/rap style poem. - A narrative poem telling the story about a journey. - An acrostic poem. This could be a list of words beginning with each letter, a sentence for each line or even a rhyme.	<u>Plays</u> Write a play script for a battle or an event set in Viking times. Remember to set your work out clearly and include character names. Be prepared to perform a section of your play script in class with a small group! 	1. 2. 3. 4.
Maths and Problem Solving (YOU MUST DO AT LEAST TWO OF THESE EACH HALF-TERM)	Choose one or more of the four operations (+ - x ÷) that we will cover in class this term. Write some one or two step Viking themed word problems. Present your word problems on cards to be added to our Maths Challenge area. Can you produce your own answer sheet?	Work out how far the Vikings had to travel from their homeland to Britain. How long do you estimate that it would have taken them to get there? How quickly do you think their longships travelled? 	Make a set of Viking themed top trump cards. These could be about Viking gods, goddesses or warriors. Your top trumps can include two, three or four-digit numbers. When you have completed your game, play it with a member of your family. Remember to practice reading the numbers aloud and writing them in words.	Present mathematical facts about a typical Viking longship. You could investigate its length, weight and the height of the mast. Complete some research into the cost of planks of wood if you wanted to build a longship today.	Choose five different rocks that you have been learning about in Science. Can you find out how long ago they were formed? You could present your findings as a timeline. 	1. 2. 3. 4.
Science and the outside environment (YOU MUST DO AT LEAST ONE OF THESE EACH HALF-TERM)	Make a collage using rocks. You could arrange the rocks on the ground to make a picture, photograph it and bring it into school. 	Find out about how fossils are formed. Share the information you have collected in a format of your choice. Do you have any fossils to share with the class?	Create a survey to find out how many different types of rock you can find in your local area. You could record your results in a tally chart and display in a graph.	Create a quiz about different types of rocks for the other children in your class to try. 		1. 2.
Humanities and Citizenship (YOU MUST DO AT LEAST ONE OF THESE EACH HALF-TERM)	Design a Viking warrior in the style of Hiccup from 'How to Train Your Dragon.' 	Design and make your own Viking board game! You might like to Google the game Hnefatafl to give you some ideas. Can you include a list of instructions explaining how to play your game?	Write your own Viking myth, selecting a setting, god/goddess and a creature or a monster, such as a troll, dragon or sea serpent! 	Choose a Viking God or Goddess to research and produce a fact file or information page, collage or poster showing what you have discovered. 		1. 2.

