

Year 4 Timetable 15th June 2020

Reading Mission:
30
minutes

Children to read or support them to read the following text.

The Magic Mirror (Spain)

Many years ago, the King of Granada decided to marry. He was a kind king with a good heart and cared for his people. He wanted a wife who would do the same. He knew that many of the women in his kingdom wanted to marry him just to become Queen. The king worried that they wouldn't be kind or care about his subjects.

The first person the king told was his barber. The barber was a bit of a gossip. He told the secret to the tailors, the bakers and the butchers. They couldn't keep the secret to themselves either. Soon, the night watchmen knew. They told the city that the king was looking for a wife.

It didn't take long for the rumour to get back to the barber. An old man had visited him to have his beard trimmed and asked if the barber knew anything. He wanted to know who the new queen might be. "I have been set the challenge of finding a wife for the king," the barber said. "I have a magic mirror that I will use to help me. Only people who are good and kind will see their reflection clearly. Anybody who has a bad heart will see the blemishes in their character as spots covering their reflection."

The old man made sure that every woman in the city knew of the rule. No women came forward.

Days and weeks went by. The king was no closer to finding a new wife than before. He was a good-looking man and had a kind heart, so it was a surprise that nobody volunteered to look into the mirror. Every day, the king would ask his barber if there were any suitors. Every day, the barber shook his head.

It soon became known that a shepherdess was living in the mountains. Many people said that she had the kindest heart and the warmest soul. "But sire, would you marry somebody so lowly as a shepherdess?" asked the barber.

"I do not care how rich or poor she is. All I care about is if she is kind and caring."

The king sent for the shepherdess to come to his palace. Word spread quickly. The shepherdess arrived to find the court filled with people. The king gently approached her and asked if she wanted to be Queen. She nodded. The king asked her to look into the mirror. He warned her that any bad things she had ever done would be showed as spots on the surface.

"Everybody makes mistakes, and I am no different," the shepherdess said. "I have made mistakes with my sheep but they still let me look after them. Maybe they have forgiven me? I look after them and care for them as though they were my own children."

Hearing these words, the king turned to the court and declared that the shepherdess would be his wife. "There is no magic mirror," he said. "This lady is kind and caring but is also confident in herself. Those of you who refused to look know that you have done bad things. You also know that perhaps you need to work harder for forgiveness."

From that day, the shepherdess and the king lived happily ever after.

After they can answer these questions. These can be verbal answers or they could be written down or typed. Children could even draw their responses. Suggested answers are in italics.

Where was the story set?

Who did the king ask to find him a wife?

What did the old man want to know?

Where did the shepherdess live?

How did the nightwatchmen find out the king wanted a wife?

What are blemishes?

Why were people surprised that nobody would look into the mirror?

Why did the shepherdess think that she could look into the mirror?

What do you think the moral of the story is?

How do you think the other women felt at the end of the story?

Answers are at the end of the timetable.

Writing Mission:
30 minutes

Today your mission is to write a short postcard to your parents from a country you would like to visit on holiday.

You can cut a piece of paper in half, and on one side write:

- Who you are writing the card to
- Where you are writing from
- What you have been doing
- How you felt about it

Once you have written the postcard, you could draw a picture on the other side. You might want to look up a picture online based on where you chose to visit, e.g. the Colosseum in Rome.

There is a postcard template at the end of the timetable if you would prefer that.

Maths Mission:
30 minutes

This week we are continuing to revise our fractions learning, and are focusing today on adding fractions. To add or subtract fractions, both need to have the same denominator. When adding, you add the numerators, but the denominator will always stay the same.

E.g. $2/6 + 2/6 = 4/6$

2 pieces out of 6 pieces, plus another 2 pieces out of the six pieces, means 4 pieces out of 6 pieces altogether.

If the fractions do not have the same denominator, you will need to find an equivalent fraction that does!
If your fractions add so that the numerator is larger than the denominator, this is an **improper fraction**. These can be converted into **mixed numbers**.

E.g. $2/3 + 2/3 = 4/3$
 $4/3 = 1 \text{ and } 1/3$

BBC Bitesize have a set of lessons and activities here:
<https://www.bbc.co.uk/bitesize/articles/zmhr92p>

Alternatively, you can complete this activity:

Colour in the fraction bars to show these calculations and then give the answers.

1. $\frac{2}{7} + \frac{3}{7} =$ 

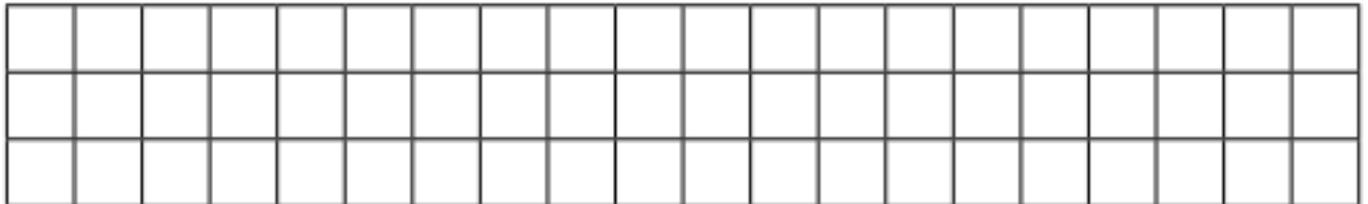
2. $\frac{2}{10} + \frac{4}{10} + \frac{3}{10} =$ 

3. $\frac{5}{6} + \frac{3}{6} =$ or 

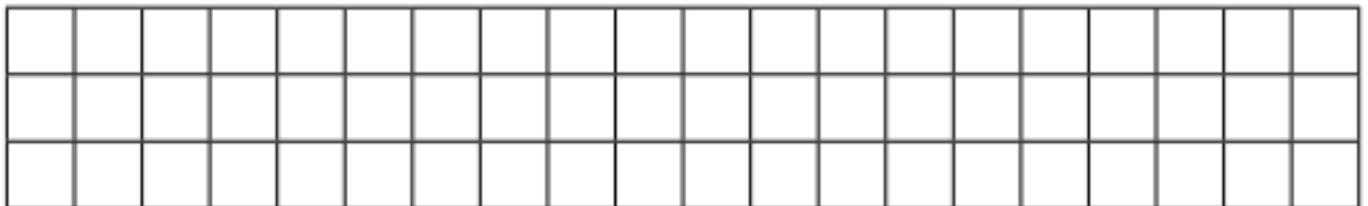
4. $\frac{6}{8} + \frac{3}{8} =$ or 

Draw fraction bars to show these calculations and then give the answers.

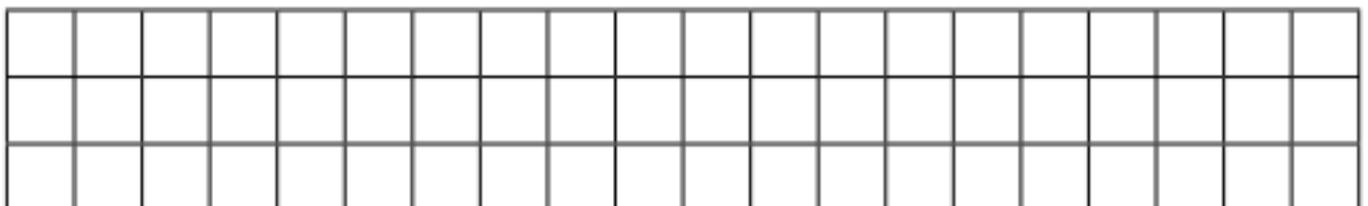
5. $\frac{2}{6} + \frac{3}{6} =$



6. $\frac{3}{5} + \frac{4}{5} =$ or



7. $\frac{2}{4} + \frac{3}{4} =$ or



Topic One thing common around the world is that children play games! You could play one of these games from another country to experience some of their culture.

Mission:

Day 1

Chile: Corre, Corre la Guaraca

The fun-to-say game name translates to "Run, Run, *la Guaraca*." Chilean kids typically speak Spanish, but *Guaraca* is actually a nonsense word.

Players: Five or more, ages 5 and up

What You'll Need: A handkerchief.

How to Play: Players sit in a circle while a runner jogs around the outer rim with a handkerchief. The seated kids are not allowed to watch. They sing "*Corre, Corre, la Guaraca* who looks back will be bopped on his head!" Trying not to be felt, the runner drops the handkerchief on a child's back and runs. If he makes it around the circle before the player realizes that it's on her back, the seated player is out. If the seated player catches on, she must tag the runner. If she succeeds, the runner is out. If she fails to tag him, they play again, but this time player 2 is the runner.

Greece: Statues

American children may not be familiar with the classic *Discus Thrower*, but Greek children have access to some amazing marble statues that date to ancient times. After a trip to the museum, it's only natural that they would incorporate some of these awe-inspiring characters into an imaginative game.

Players: Four or more; ages 4 and up

How to Play: Choose one player to be "It" and have her stand, eyes covered, in the center of a large, open playing field. She starts to count, at least to 10, but she can go higher. The point is that there's no set ending number; only "It" knows when she'll stop and open her eyes. While "It" is counting, the others scatter around, never sure when she'll yell "*Agalmata!*" (That's "statue" in Greek. Tell kids to yell it to be authentic, or to just say "statue" if that's easier.) On this cue, players freeze, taking on poses that mimic famous statues. They can pull from any statue they've ever seen a photo of—a javelin thrower, *The Thinker*, even the Statue of Liberty. Kids are allowed to use found items, such as sticks, a ball, or a Frisbee, to add a touch of realism. "It" tags any statues that are moving (they're out), then tries to make the steady ones laugh or move. The last player remaining composed is the winner and becomes the new "It." This game is great for practicing balance.

Pakistan: Ounch Neech

Many cities in Pakistan are bustling places, full of vivid colors and lots of people. Given the chance to break out of the crowd, Pakistani children love to laugh and shout their way through a rousing game of tag.

Players: Four or more; ages 5 and up

What You'll Need: An outdoor space with lots of obstacles like tree stumps, a slide, a swing, rocks, or sturdy benches.

How to Play: The game begins with one child as "It." He chooses either *ouch* (up) or *neech* (down). If he chooses *neech*, then the ground is not safe; runners can be tagged out unless they are *ouch*, up on something like a stump or a rock. The opposite is true as well: If "It" chooses *ouch*, then the ground is safe so everyone remains on terra firma. Of course, children quickly realize that it's boring to stay only in the safe zones. The first person tagged becomes "It" for the next round of the game. This popular kids game is great fun, great exercise, and a great way to burn energy!

Ghana: Pilolo

In rural parts of Ghana, in West Africa, children's choice of toys is quite limited, but they find plenty of ways to have fun.

Players: Six; ages 4 and up

What You'll Need: Sticks and stones—or if that would be confusing for kids when playing in a

backyard packed with them, you can use one penny for each player.

How to Play: Designate a leader and a timekeeper, and determine a finish line. The leader secretly hides the pennies while the other players have their back turned. The timekeeper waits at the finish line to judge which player is first. When the leader says "*Pilolo!*" (which means "time to search for") the timekeeper starts the watch and players race to be the first to find a penny and take it across the finish line. The winner is awarded one point. To play again, gather the pennies and designate a new timekeeper and leader. The game is repeated as many times as energy allows; the player with the most points wins.

Republic of Korea: Kongki Noli

Korea is a modern nation today, but with its history dating back more than 5,000 years, the country also retains a great deal of traditional culture. Korean children celebrate many festivals throughout the year, with colorful costumes and special foods.

Players: Two or more; ages 5 and up

What You'll Need: Five small stones.

How to Play: This traditional and popular kids game is similar to the American "jacks." Player 1 scatters five small stones on the ground. He then picks one up and tosses it in the air and quickly tries to pick up another stone in time to catch the one he just threw. Now he has two in his hand; he throws one of the stones up in the air, and picks up a third. This goes on until he has all the stones in his hand. In the second round, the player picks up two stones every time he throws one up. In the third round, he picks up three; four in the fourth, and the fifth time he picks them all up. For the game's last step, the player tosses all the stones in the air and tries to catch them on the back of his hand. Then he tosses them up again and tries to catch them in his palm. The number he catches is that player's score. If he fails to catch them all, it's the next person's turn.

Sumatra: Semut, Orang, Gajah

The large Indonesian island is home to the Sumatran elephant, which has made its way into this popular kids game, similar to the American "Rock, Paper, Scissors." Children play *Semut, Orang, Gajah* to determine the first player in a game or simply for fun.

Players: Two; ages 3 and up

How to Play: Players pump their fist up and down to the count of three. On four, they straighten their arm and give one of three signs: Pinky out is "ant" (*semut*), pointer finger out is "man" (*orang*), and thumb out is "elephant" (*gajah*). The elephant beats man because it is stronger; man defeats the ant because he can step on it and squash it. And the ant? It can crawl into the elephant's ear, bite him, and drive him crazy, so the ant beats the elephant. If players make the same signs, they go again. Two out of three wins.

Australia: Skippyroo Kangaroo

Australia is a vast, mysterious, and diverse land filled with wonderfully wacky wildlife like the kangaroo, which gives this popular kids game its name.

Players: As many as 25 or as few as six; ages 3 and up

How to Play: This game is played in many Australian preschools and kindergartens to help teach children their classmates' names as well as good listening skills. Kids sit in a circle and an adult asks one child to go into the middle—she is the first Skippyroo, the kangaroo. Skippyroo crouches forward on the floor with her eyes closed while the kids in the circle chant: "Skippyroo, kangaroo, dozing in the midday sun, comes a hunter, run, run, run." At this stage an adult points to a child sitting in the circle, who then touches Skippyroo's shoulder and says, "Guess who's caught you just for fun?" and waits. Skippyroo tries to name the owner of the voice and if she guesses correctly, swaps places. The game begins again and continues until all the kids have had a chance to be Skippyroo.

LUTA DE GALO (Brazil)

This is a two-player game but more children can play by taking turns. Each player has a handkerchief or a piece of cloth tucked into a pocket or waistband. Both players are not allowed to use their right arm, which is to be crossed over their chest. Then, hopping on one leg, each player must try to capture the handkerchief from their opponent using his left hand. If the child puts the other leg down, or unfolds their right arm, he is disqualified. The last person who still has his handkerchief is the winner.

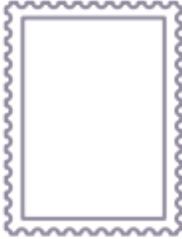
SHADOWS (Ireland)

Players must stand on opponent's shadows in order to catch them - then they are the chaser. If you are being chased you can run to a shaded place where you have no shadow and then you are safe.

LUKSONG-BAKA (Philippines)

Translated as "jump over the cow", one player crouches down while the others jump over him or her. The game progresses when the crouching player gradually straightens up making it harder for the other players to jump. A person becomes "it" when they touch the "baka" (cow) as they jump. It will repeat again and again until the players declare the player or until the players decide to stop the game.

Post Card



Dear

From



Reading Mission

Where was the story set?

Granada.

Who did the king ask to find him a wife?

The barber.

What did the old man want to know?

Who the new queen might be.

Where did the shepherdess live?

In the mountains.

How did the nightwatchmen find out the king wanted a wife?

The bakers, tailors and butchers told them.

What are blemishes?

Bad spots, something that makes something less nice.

Why were people surprised that nobody would look into the mirror?

The king was good-looking and kind.

Why did the shepherdess think that she could look into the mirror?

Everybody makes mistakes but she had made up for hers.

What do you think the moral of the story is?

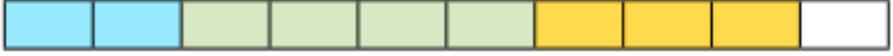
Everybody makes mistakes, it is how you make up for them that counts.

How do you think the other women felt at the end of the story?

Your child's answer, with evidence from the text.

Maths answers:

1. $\frac{2}{7} + \frac{3}{7} = \frac{5}{7}$ 

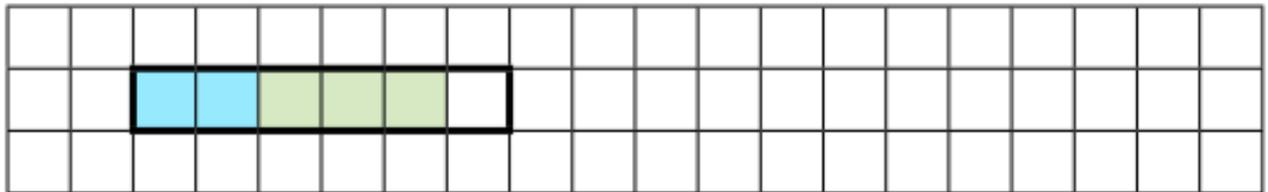
2. $\frac{2}{10} + \frac{4}{10} + \frac{3}{10} = \frac{9}{10}$ 

3. $\frac{5}{6} + \frac{3}{6} = \frac{8}{6}$ or $1\frac{2}{6}$ 

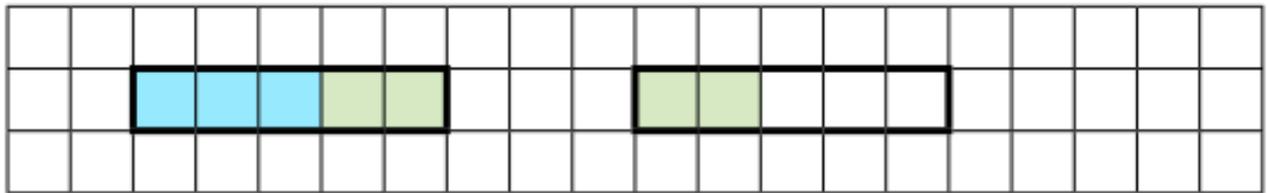
4. $\frac{6}{8} + \frac{3}{8} = \frac{9}{8}$ or $1\frac{1}{8}$ 

Draw fraction bars to show these calculations and then give the answers.

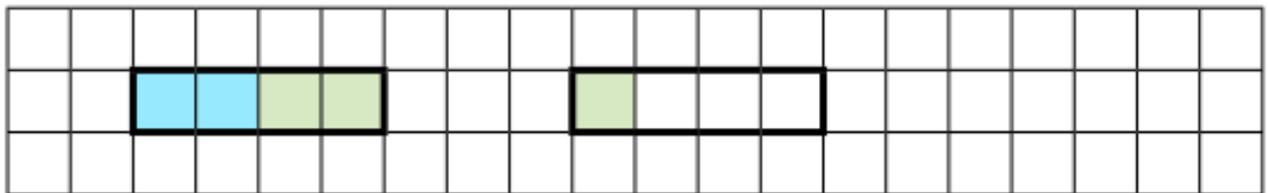
5. $\frac{2}{6} + \frac{3}{6} = \frac{5}{6}$



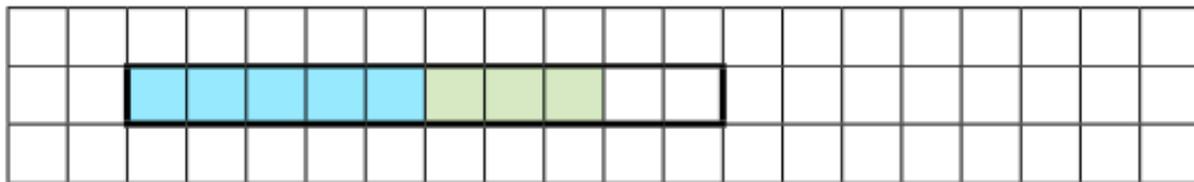
6. $\frac{3}{5} + \frac{4}{5} = \frac{7}{5}$ or $1\frac{2}{5}$



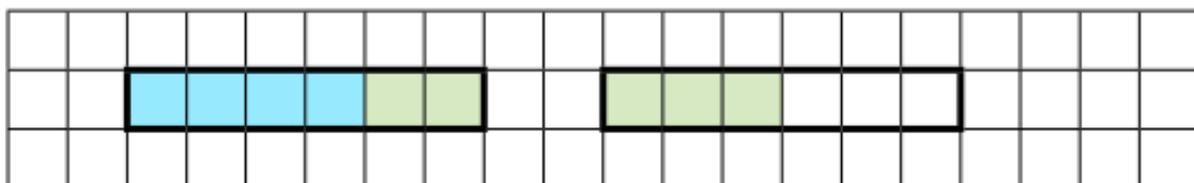
7. $\frac{2}{4} + \frac{3}{4} = \frac{5}{4}$ or $1\frac{1}{4}$



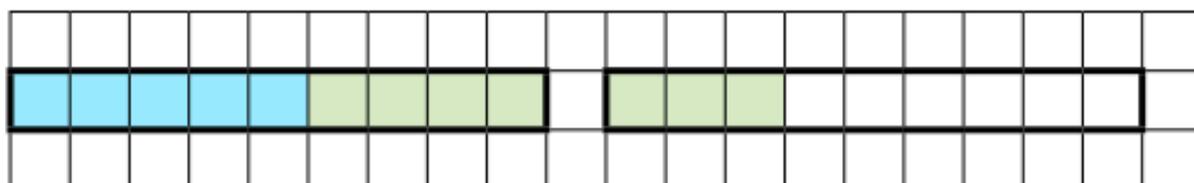
$$8. \frac{5}{10} + \frac{3}{10} = \frac{8}{10}$$



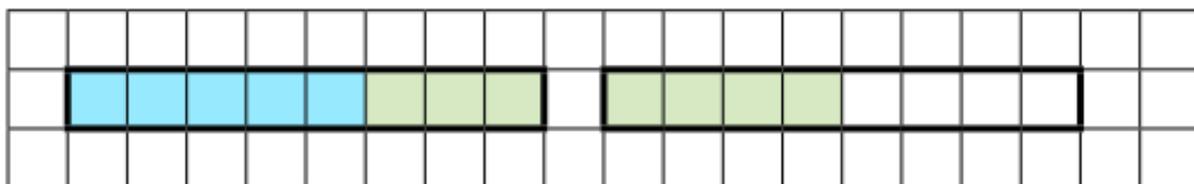
$$9. \frac{4}{6} + \frac{5}{6} = \frac{9}{6} \text{ or } 1\frac{3}{6}$$



$$10. \frac{5}{9} + \frac{7}{9} = \frac{12}{9} \text{ or } 1\frac{3}{9}$$



$$11. \frac{5}{8} + \frac{7}{8} = \frac{12}{8} \text{ or } 1\frac{4}{8}$$



$$12. \frac{2}{3} + \frac{2}{3} + \frac{1}{3} = \frac{7}{3} \text{ or } 2\frac{1}{3}$$

