

Monday 14th July

Morning Challenge

Pathfinders

S H Y L A K Q O F Z N L M R D X X N J I
Q W R H F U P A S K P I V I C T O R I A
C E N G A R I S K Y E Y F F F A S R P T
U M W W U J E M L T D V S Y F N O Y X D
P I O O M S B D X Y M G E M R D P Q Z S
N T B U R S P C D N T B H A E R H S W D
S D A Y F W Q O T I O E R Y V E I H D G
F B L I A C C E I D E D Z G I E E I N Z
M J N A Y I H V R J R R Q X L A N S R A
X E O E E A U X Q S Q Q L O O G I A A H
W N S S U I H U B W G B Q U Q P A B H A
N N R X W B J Z V L S O V J A O R E I O
I Y O T J B W C S L X I D N Y V O L N N
E H F Q A E S K W B F P E A A Y O L Z D
I X B A U F E V X J P L T G M L H E X N
L I B L C I L A H G S L D O Y I B T I I
L A G I H Z L I N I V T C L L L O N L L
I A D A M G A A A U C M M B I Z E A E R
M V I K A R N I E B E L L E M X L H D E
O I S I N N F V A P P K O K E L Y C Z M

1. Adam 2. Andreea 3. Arnie 4. Belle 5. Chantelle 6. Eli 7. Ella 8. Emily
9. Evea 10. Freddie 11. Hoorain 12. Isabelle 13. Jenny 14. Leo 15. Lily
16. Logan 17. Maya 18. Merlin 19. Millie 20. Nihar 21. Noah 22. Oisin
23. Oliver 24. Orson 25. Shyla 26. Skye 27. Sophie 28. Taiyah 29. Victoria

Creators

N	P	O	A	A	I	L	E	E	N	A	S	U	A
A	A	L	D	Y	E	H	A	R	R	I	S	O	N
T	K	I	S	A	B	E	L	L	E	Y	R	A	T
H	T	V	S	A	E	O	L	C	K	O	S	R	O
A	C	E	Y	A	D	L	L	N	N	A	O	E	M
N	Y	R	L	A	B	A	I	N	A	K	L	L	M
I	A	P	I	R	R	B	O	B	P	A	I	Y	Y
A	O	S	A	A	A	C	C	P	B	A	V	D	H
K	Y	S	U	H	A	C	O	C	M	Y	E	D	G
A	L	O	S	I	O	K	S	R	S	A	R	E	R
E	Y	P	T	A	K	P	A	S	P	M	T	T	A
L	L	H	Y	E	A	K	E	P	I	Y	T	L	C
A	B	I	N	F	I	N	L	E	Y	A	L	O	E
N	M	E	L	A	E	E	I	S	U	S	O	E	C

CLARA
SCARLETT
APPLE
HARRISON
KARMA
TEDDY
AILEENA
AUSTYN
OLIVERP
LIBBY
CONNOR
SUSIE
OLIVERT
NATHANIA
MYA
TOMMYH
DAISY
BINKY
SOPHIE
GRACE
KAELAN
HOPE
ISABELLE
FINLEY

Monday 14th July
Spelling Bee

Circle
Earth
Musician
Exercise
Business
Whether
Interest
Aloud
Medicine
Bare



Monday 15th July

TBAT: consolidate our knowledge of data and statistics.

Welcome to the theme park!


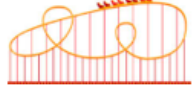






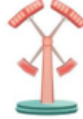



- You will be working in a pair or a group to decide how you are going to create your theme park.
- We will be completing different tasks during the next few Maths lessons.
- Write the names of your project team in your booklet.



Task 1 – Welcome to the theme park!

Task 1a –

- You need to decide which rides you are going to put in your theme park.
- **Conduct a survey** in the class to find out our preferred rides. Use a tally chart to help you record your data.
- Use this to decide which rides you want to in your theme park!

Theme Park information			
	Name: Carousel Cost: £285 Minimum size: 18 squares Recommended quantity: 2		Name: Big Dipper Cost: £589 Minimum size: 45 squares Recommended quantity: 1
	Name: Ferris Wheel Cost: £120 Minimum size: 34 squares Recommended quantity: 3		Name: Hot Air Balloon Cost: £64 Minimum size: 22 squares Recommended quantity: 2
	Name: Teacups Cost: £175 Minimum size: 12 squares Recommended quantity: 2		Name: Helter Skelter Cost: £58 Minimum size: 12 squares Recommended quantity: 5
	Name: Pirate Ship Cost: £320 Minimum size: 12 squares Recommended quantity: 3		Name: Bumper Cars Cost: £150 Minimum size: 40 squares Recommended quantity: 2
	Name: Whizzer Cost: £368 Minimum size: 12 squares Recommended quantity: 2		Name: Swinging Chairs Cost: £109 Minimum size: 12 squares Recommended quantity: 4
	Name: Rocketship Cost: £65 Minimum size: 34 squares Recommended quantity: 2		Name: Park train Cost: £281 Minimum size: 28 squares Recommended quantity: 3

Task 2 – Design your theme park!

- Theme parks don't come cheap!
- Look back at your data from our previous session – what will be the most important rides and attractions to include at your theme park?
- Now it's time to start planning out what your theme park will contain.







[illegible]

Task 2 – Design your theme park!

Task 2b –





- Now do the same with the attractions you want to have in your theme park.
- Use your column addition knowledge to find the total cost of all of your attractions.
- Use the ‘attractions information’ sheet to find the prices and recommended quantities.

Attractions information			
	Name: Ice cream van Price: £231 Recommended quantity: 3 Location: Place near the entrance to the zoo.		Name: Log flume Price: £1457 Recommended quantity: 1 Location: Keep away from the petting zoo.
	Name: Burger restaurant Price: £345 Recommended quantity: 2 Location: Keep away		Name: Milkshake stand Price: £154 Recommended quantity: 2 Location: Keep away from the ice cream van.

Task 2b

Now do the same calculations for the attractions you want in your zoo. Think about what you found out from your survey, if you completed in the previous session. Use the 'attractions information' sheet to find the prices and recommended quantities.

Attraction	Quantity	Total cost (show your workings)
Ice cream van		
Pizza restaurant		
Burger restaurant		
Popcorn stand		
Petting zoo		
Photo booth		
Cuddly toy shop		
Adventure playground		
Log flume		
Milkshake stand		
Balloon stand		
Hoverboard rental		

	Name: Balloon stand Price: £201 Recommended quantity: 2 Location: Keep away from the giraffes.
	Name: Hoverboard rental Price: £905 Recommended quantity: 1 Location: Place near the adventure playground.
	Name: Adventure playground Price: £1092 Recommended quantity: 2 Location: Place near the cuddly toy shop.
	Name: Pizza restaurant Price: £457 Recommended quantity: 1 Location: Keep away from other restaurants.

Task 3 – Organise your theme park!

- Now you have made your ideal plan, you need to check it can fit in with your budget!
- Your budget is £12,000.



Task 3 – Organise your theme park!

Task 3 -

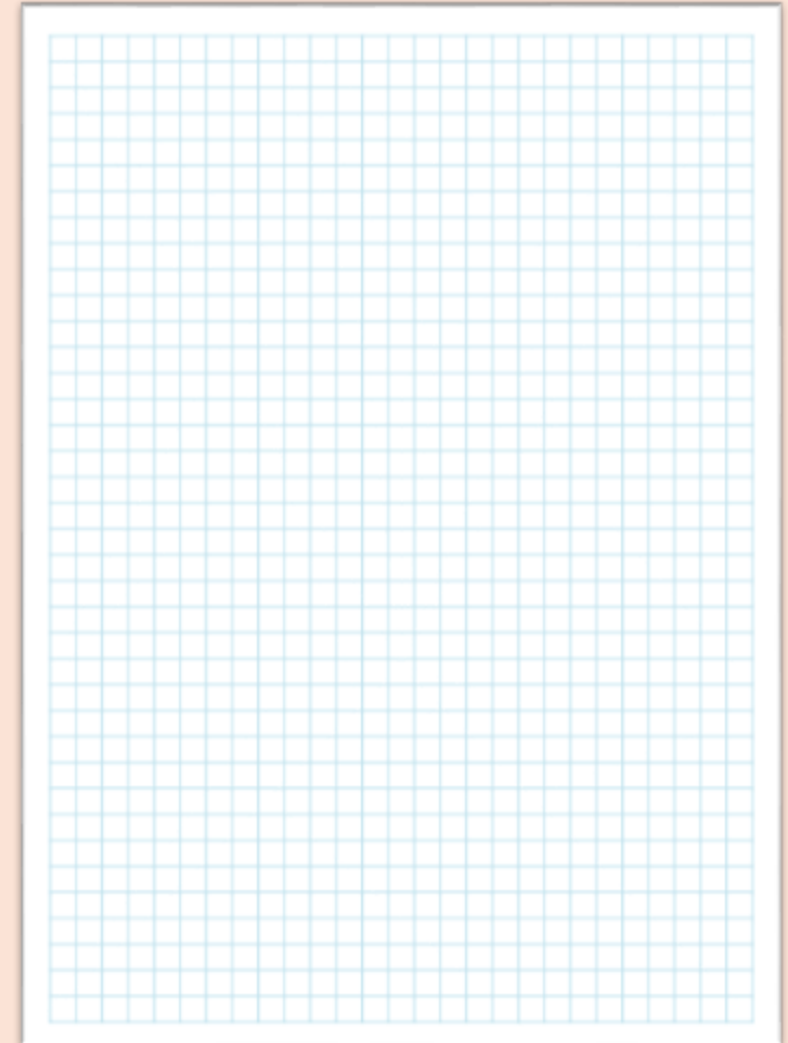
- Your budget is £12,000.
- Look back at what you wanted to buy in the previous sessions.
- Calculate the final cost of everything you want to buy, making sure it is under budget.
- Write your final decisions on the table, then come and show it to me for your spending to be approved.

[illegible]

Task 4 – Organise your theme park!

Task 4 –

- Now you need to start deciding where you are going to place all your attractions and rides.
- Check how much space each ride and attraction takes up in your information booklet.
- Complete your planning on your A3 squared paper planning sheet. Label each area neatly so it's clear what it is.
- Calculate the total area you have used by counting the squares.



Task 5 – The final countdown!

Task 5

- It is extremely important that your rides are safe from trespassers and keep the visitors safe!
- To make sure your theme park is up to safety standards, you must build fences around each ride.
- Use the table below to show the perimeter of each of your rides.

Session 4		
Task 5		
It is extremely important that your animals are safe from predators and visitors are protected from the animals. To make sure your zoo is up to safety standards, you must build fences around each animal enclosure. Use the table below to show the perimeter of each of your enclosures.		
Note – 1cm square = 1 metre.		
Enclosure	Your workings	Total perimeter

Can you calculate the total perimeter of all of your fences?

Task 6 – The final countdown!

Task 6 –

Now you need to encourage more people to come and visit your theme park. Create a presentation to tell the class about your theme park.

Include:

- ✓ What you chose to include at your theme park
- ✓ Why you organised your park this way
- ✓ What you think the visitors would like about your theme park





Theme-azing rides!



Our newly built theme park hosts a range of different rides from bumper cars to the thrilling big dipper! Spend a fantastic, fun filled day out with your friends and family testing your nerves on our heart-racing rides and exploring the amenities.



The newest theme
park around! Visit
now!



Lost in the Labyrinth



You have travelled back in time to ancient Greece and find yourself lost in a labyrinth. Tightly packed hedges surround you, reaching up to about twice your height.

Luckily, you know that this is the North Labyrinth and so the way out is to the south. You also, fortunately, have a compass app on your phone. However, you have forgotten the password needed to unlock the phone.

Solve the clues and puzzles to discover the passcode needed to unlock your phone, use the compass app and find your way out of the labyrinth.

The clues could be anywhere so you need to keep your eyes peeled and your mind sharp!




Lost in the Labyrinth


Clue 1


Work out the numbers hidden behind the Minotaurs in these number sequences.


-10	-8	-6	-4		0	2	4
-----	----	----	----	-----------------------------------------------------------------------------------	---	---	---

	10	5	0	-5	-10	-15	-20
-----------------------------------------------------------------------------------	----	---	---	----	-----	-----	-----

-12	-9		-3	0	3	6	9
-----	----	-----------------------------------------------------------------------------------	----	---	---	---	---

-14	-10	-6	-2		6	10	14
-----	-----	----	----	-----------------------------------------------------------------------------------	---	----	----

16	11	6	1		-9	-14	-19
----	----	---	---	-------------------------------------------------------------------------------------	----	-----	-----

-35	-25	-15		5	15	25	35
-----	-----	-----	-------------------------------------------------------------------------------------	---	----	----	----

10	7	4	1	-2	-5		-11
----	---	---	---	----	----	-------------------------------------------------------------------------------------	-----

-11	-7	-3	1		9	13	17
-----	----	----	---	-------------------------------------------------------------------------------------	---	----	----

If you put the hidden numbers in **ascending order**, which number comes last?

What is the **digit sum** of this number?

This is the **first** digit you need to unlock the phone and escape the labyrinth.



Lost in the Labyrinth

Clue 2

Solve these calculations using Roman numerals.

$$\text{XIV} + \text{XVI} =$$

$$\text{L} - \text{XXIII} =$$

$$\text{XXI} \div \text{III} =$$

$$\text{VIII} \times \text{VI} =$$

$$\text{C} - \text{LXIII} =$$

$$\text{IV} \times \text{IX} =$$

$$\text{LXII} + \text{XIX} =$$

$$\text{LXXXIV} \div \text{XII} =$$



If there are more **odd** answers than even, then the **second** digit needed to unlock the phone and escape the labyrinth is **1**.

If there are more **even** answers than odd, then the **second** digit needed to unlock the phone and escape the labyrinth is **2**.

Lost in the Labyrinth

Clue 3

Solve this number puzzle.

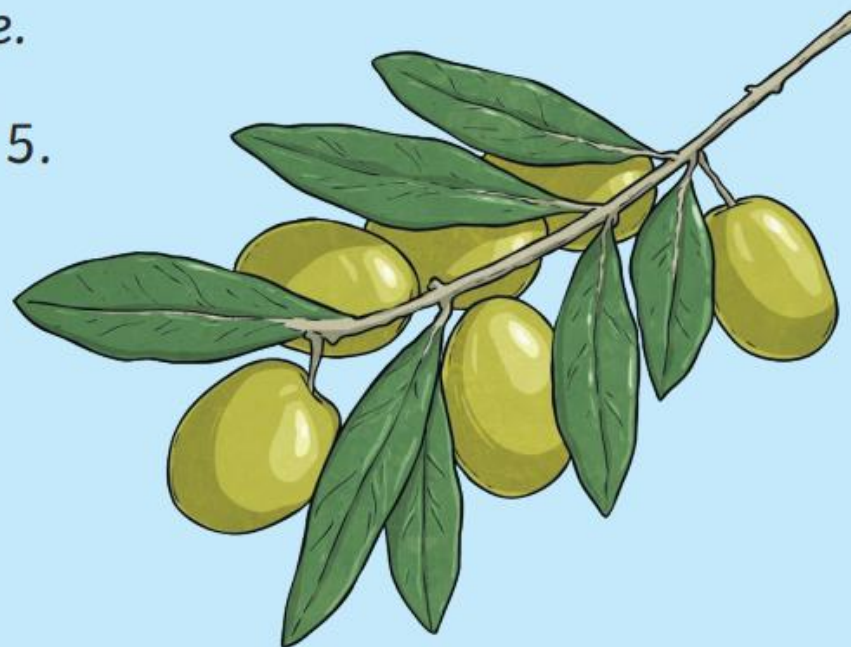
At the centre of the labyrinth is a large olive tree.

The number of olives on the tree is a multiple of 5.

If rounded to the nearest multiple of 100, the answer is 200.

The digit sum of the number of olives is 12.

How many olives are there on the tree?



The **ones digit** in the number of olives on the tree will give you the **third** digit you need to unlock the phone and escape.



Lost in the Labyrinth

Solve the clues hidden around the room to discover the passcode needed to unlock the phone.

Write the digits on this answer sheet as you crack the clues.

Once you have discovered the number for the phone, check it with your teacher to see if you can unlock the phone and escape the labyrinth!

Digit 1	Digit 2	Digit 3	Digit 4
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Digit 5	Digit 6	Digit 7	Digit 8
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Digit 9	Digit 10		
<input type="text"/>	<input type="text"/>		

Unlock

Monday 14th July

TBAT: plan a set of instructions.



HOW TO SURVIVE YEAR 4!

Brainstorm things you would tell Year 3 about surviving Year 4:

- Learn your times tables
- Get ready to walk upstairs everyday

Monday 14th July

TBAT: plan a set of instructions.

HOW TO SURVIVE YEAR 4!

Think about how you will set out your leaflet.

Will you fold it?
Will it be a poster?

How will you make it stand out to a Year 3 pupil?

How to Survive Year 4

Welcome to Year 4! Here are some tips and instructions to help you have a fantastic year and make the most of your time in the upstairs classroom.

1. Learn Your Times Tables

- **Practice Daily:** Spend a few minutes each day practicing your times tables. Use flashcards, apps, or ask someone to quiz you.
- **Fun Games:** Play times table games to make learning fun. You can use TTRS or create your own with friends.
- **Challenge Yourself:** Test yourself regularly to see how quickly and accurately you can recall your times tables.
- **Times tables Olympics:** We get to complete a competition every week to improve our times tables skills – we receive certificates and medals.

If you follow all of these, you will find the times table check at the end of Year 4 much more manageable.

2. Adjusting to the Upstairs Classroom

- **Walk walk walk:** Prepare to get your steps in as you walk up and down the stairs.
- **Give yourself time:** Make sure you have enough time in the mornings to get to class.

3. Follow General School Rules

- **Be On Time:** Make sure you arrive at school on time every day. Being punctual is important for your learning.
- **Uniform:** Wear your school uniform neatly. This shows that you take pride in being a student.
- **Respect Others:** Be kind and respectful to your teachers, classmates, and all school staff. Treat others how you would like to be treated.
- **Listen and Participate:** Pay attention during lessons and participate in class discussions. This helps you understand the material better and shows your teacher that you are engaged.
- **Be Organized:** Keep your desk tidy and make sure you have all the supplies you need, like pencils, erasers, and notebooks.
- **Follow the Rules:** Listen carefully to your teacher's instructions and follow the classroom rules. This helps everyone learn better.
- **Ask for Help:** If you're unsure about something, don't be afraid to ask your teacher or classmates for help.

4. Be a Role Model

- **Set a Good Example:** Show younger students how to behave by being polite, responsible, and hardworking.

- **Help Others:** If you see a classmate struggling, offer to help them. Teamwork makes everyone stronger.
- **Stay Positive:** Keep a positive attitude, even when things get tough. Your positivity can inspire others.

5. Enjoy Your Year

- **Have Fun:** Year 4 is a great time to learn new things and make new friends. Enjoy all the activities and experiences.
- **Take Breaks:** Make sure to take breaks when you need them. Play outside during recess to refresh your mind.
- **HORSTEAD:** The best thing about Year 4 is the residential trip to Horstead!

Celebrate Successes: Celebrate your achievements, no matter how small. Every success is a step forward.

Remember, Year 4 is a wonderful year full of learning and growth. By following these instructions, you will not only survive but thrive! Enjoy your time and make the most of every day.

Monday 14th July

TBAT: plan a set of instructions.

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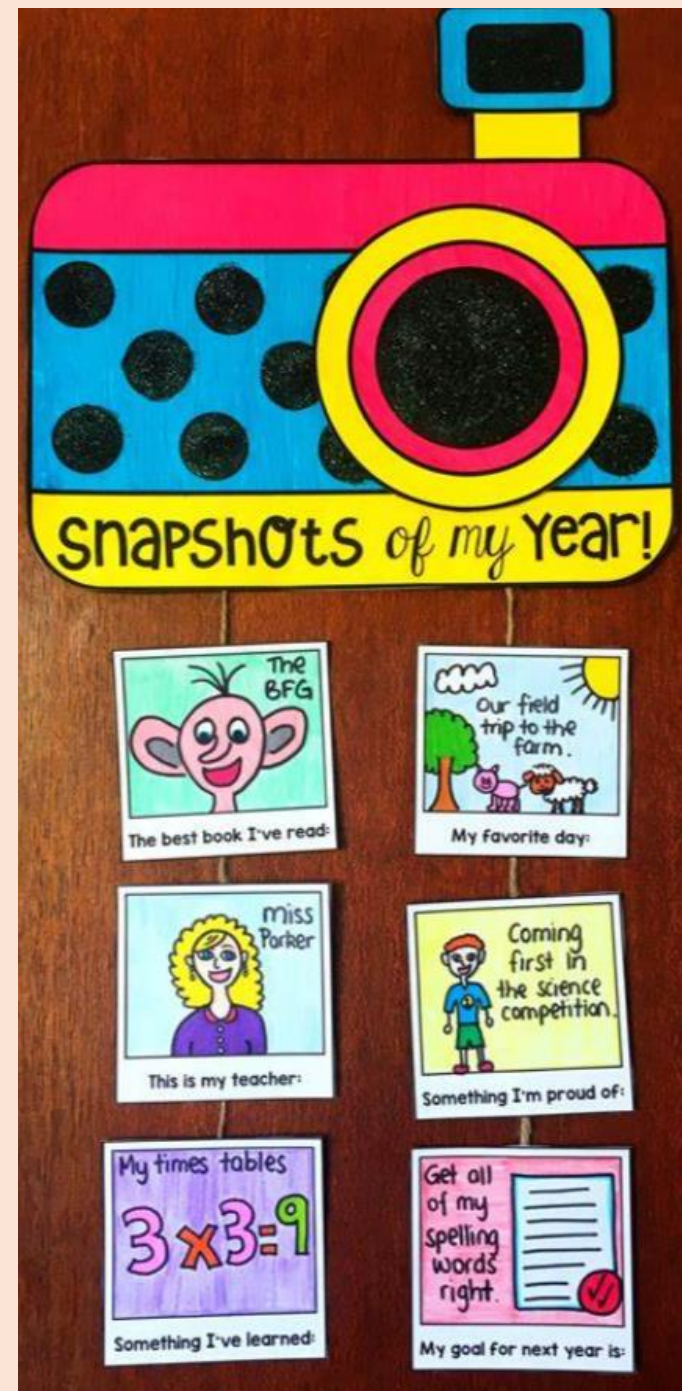
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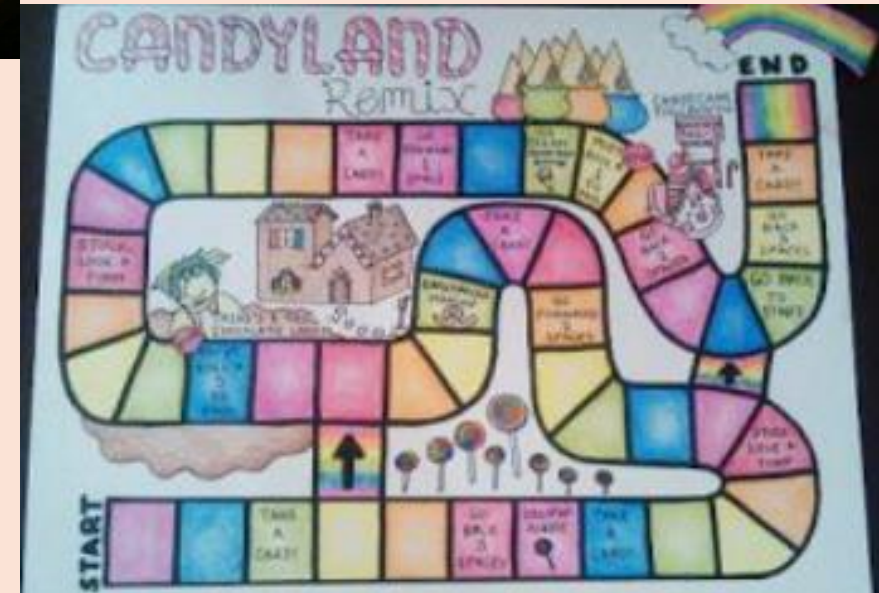
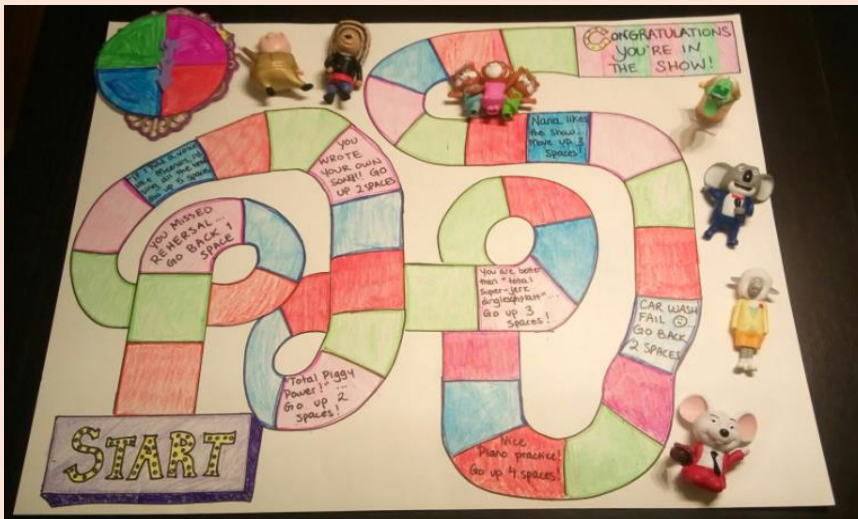
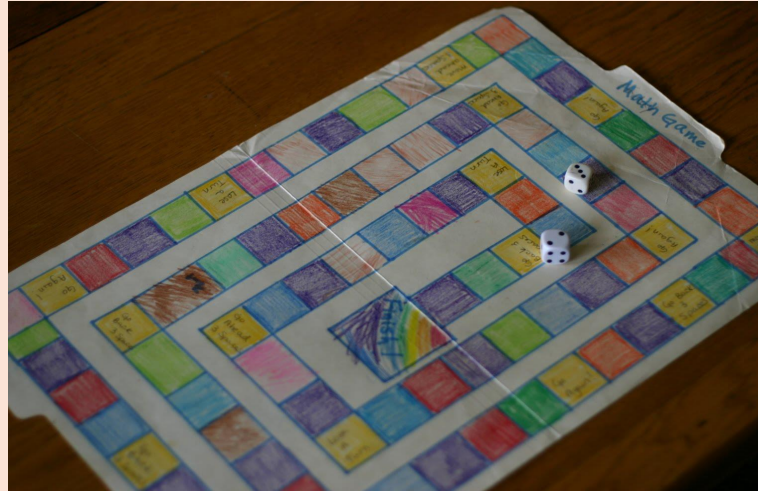
Monday 14th July
Art

SNAPSHOTS of MY YEAR!

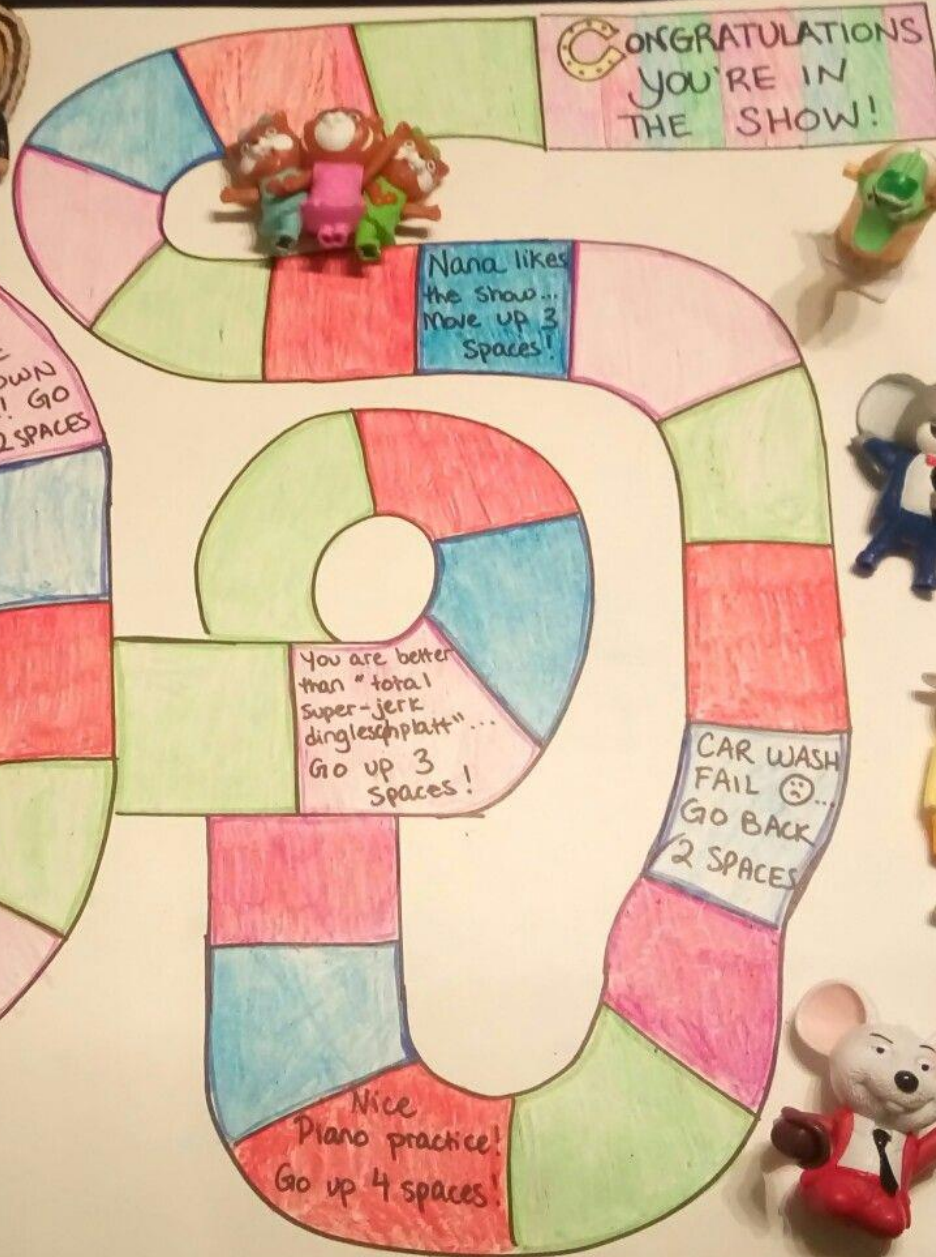
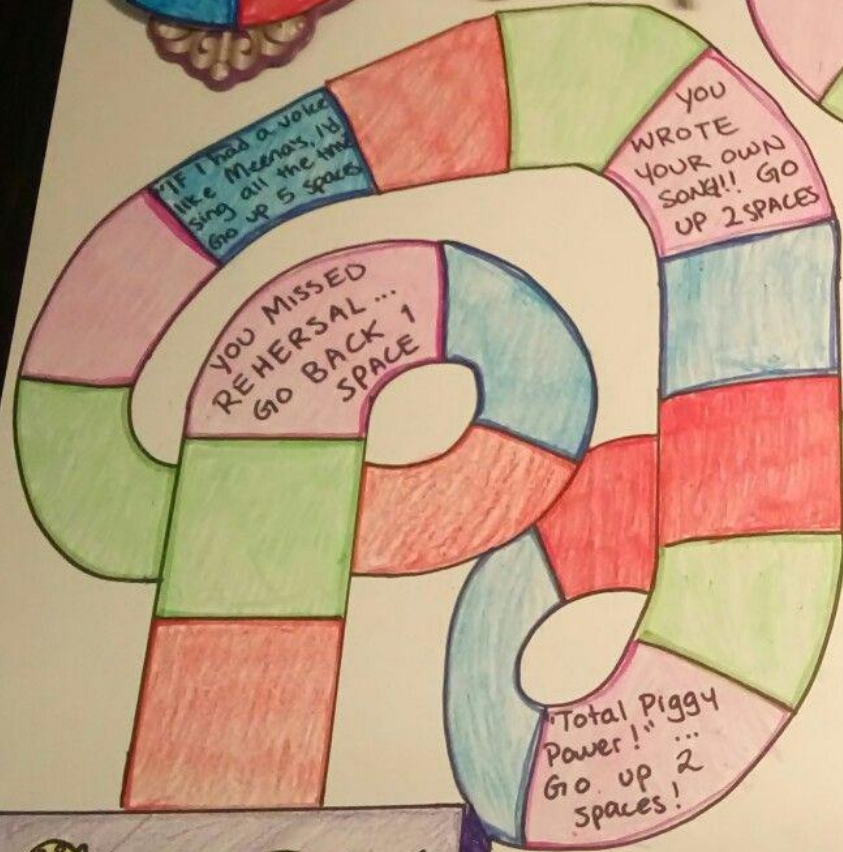
 My Friends	 My Favourite Subject	 Something I Learnt
 My Classroom	 My Teacher	 A Great Memory



Create a board game



START



What do you notice about these games so far?



Your game needs:

- A theme (Summer, sweets, characters)
- To be brightly coloured
- A simple shape
- Squares/sections big enough to write in
- Simple clear instructions
- A START and END
- Pictures around the game

Basic instructions you could include:

- Miss a go
- Move forward ____ spaces
- Move back ____ spaces
- Go back to the START

Complex instructions - linked to your theme:

- You ate too much candy miss a go
- Spiderman power up! Move forward 3 spaces

Step 1 - Draw your board's game shape. It could be bendy, straight or spiral. Think about including you game title.

Step 2 - Mark off the sections for each move. (These can be numbered if you want to)

Step 3 - Colour each section **CAREFULLY** - this step should not be rushed!

Step 4 - Add your pictures around the board game and colour in.

Step 5 - Add instructions to your board game.