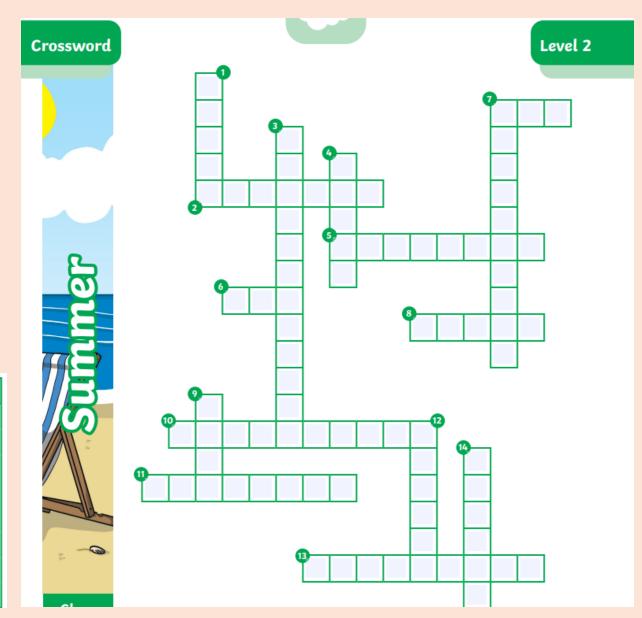
Tuesday 15th July Morning Challenge

	Down	Across				
1	A place next to the sea	2	Going on a trip			
3	Some have diving boards	5	Protects your skin in Summer			
4	Little white flower	6	In the sky, you shouldn't look at it			
7	Can build this on the beach	7	Lots of fish and mammals live in it			
9	A month in Summer	8	You can collect them on the beach			
12	Protects your head in Summer	10	Protects your eyes in Summer			
14	Eat it on a blanket	11	Eat it in a cone or a cup			
		13	Very bright, can be seen in storms			



Tuesday 15th July Spelling Bee

Difficult Build Various They're Quarter Weather Heard Occasionally Their Our



Tuesday 15th July Morning Challenge Tour – 9:45 – 10:15 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 Par	k information	
of of or	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	000	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	4	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.



Task 2 – Design your theme park!

Task 2a

- Use the information in the booklet to help you calculate the cost of the rides you want.
- Look carefully at the recommended number of each ride/attraction!
- Use formal written methods of multiplication to help you calculate accurately.
- Record your amounts on the table so you can keep track of how much you're spending.



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.



Task 3 – Organise your theme park!

 Now you have made your ideal plan, you need to check it can fit in with your budget!

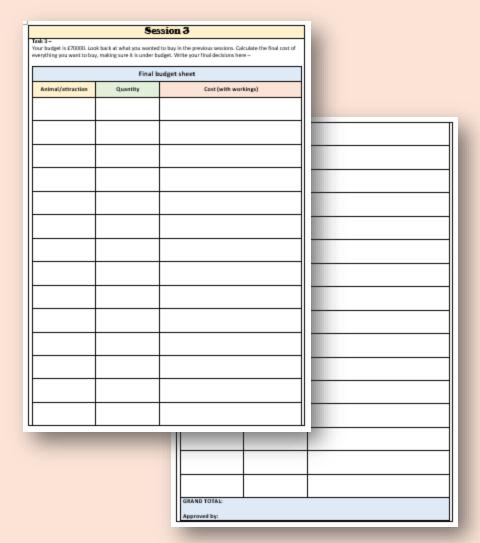
• Your budget is £12,000.



Task 3 – Organise your theme park!

Task 3 -

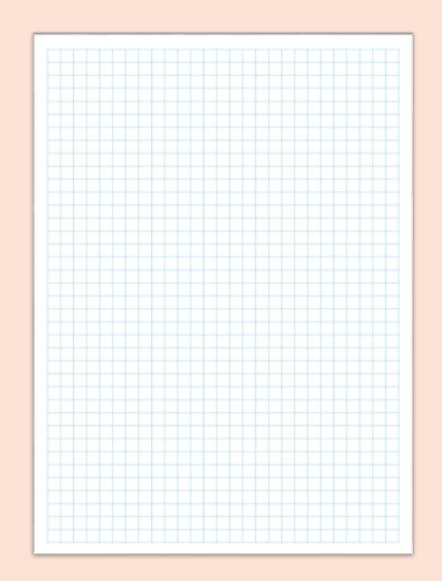
- Your budget is £12,000.
- Look back at what you wanted to buy in the previous sessions.
- Calculate the final cost of everything you want to buy, making sure it is under budget.
- Write your final decisions on the table, then come and show it to me for your spending to be approved.



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.

	imals are safe from predators and visito indards, you must build fences around e	
w to show the perimeter of each		raci) allimai enclusure. Use the ta
e – 1cm square = 1 metre. Endosure	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.







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 4

Solve the missing number calculations and then use the code breaker to reveal the mixed-up name of a Greek god.

Α	В	С	D	E	F	G	Н	I	J	K	L	М	N	0	Р	Q	R	S	Т	U	V	w	X	Y	Z
4	35	140	64	9	11	42	8	12	10	5	63	142	56	6	144	72	121	108	50	132	3	54	99	81	48

Calculation	Missing Number	Letter
8 × 7 =		
132 ÷ 11 =		
9 × = 54		
48 ÷ = 8		

Calculation	Missing Number	Letter
÷ 9 = 12		
7 × = 63		
12 × 12 =		
÷ 8 = 8		

The number that corresponds to the **fourth letter** in the god's name will give you the **fourth** digit you need to unlock the phone and escape the labyrinth.

Solve this number puzzle.

Hidden somewhere in the labyrinth is a gorgon, whose hair is made out of writhing, wriggling snakes.

The number of snakes on the gorgon's head is between 50 and 100.

When counted in multiples of 7, there is 1 left over.

When counted in multiples of 8, there are 5 left over.

How many snakes are there on the gorgon's head?

Add the digits in this number together.

Find the digit sum of this answer.

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



Lost in the Labyrinth

Clue 6

Page 1								2	
4	0	7	3	1	9	5	2	8	6

Solve this addition calculation.

	F	Par	
+			



Find half of the hundreds digit in the answer.

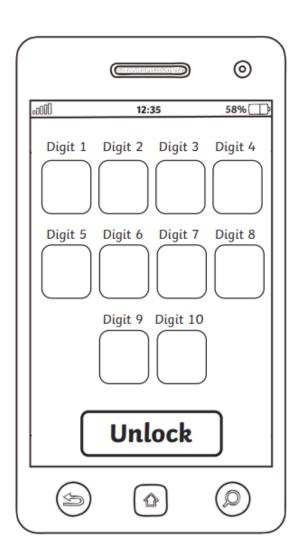
This is the **sixth** digit you need to unlock the phone and escape the labyrinth.

Lost in the Labyrinth

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

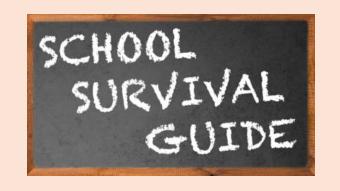
Write the digits on this answer sheet as you crack the clues.

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!



Tuesday 15th July
TBAT: write 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

Tuesday 15th July TBAT: write 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: 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, crasers, 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 sures days.

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Tuesday 15th July

