

Year 4 Wednesday 1<sup>st</sup> July 2020

English

LO: To summarise an episode



**Episode 5 - Dulce domum (which means sweetly at home in Latin)**

**Yesterday you listened until 10:25**

(The story yesterday- Mole and Rat returned from a winter walk when Mole suddenly caught the scent of his old home on the air and he was overcome with a desire to see it again. The Rat was initially reluctant to interrupt their journey, but then saw how important it was to Mole.

They retraced their steps and eventually found the entrance to Mole's home - 'Mole End'. Once inside Mole set to dusting while Rat tried to rustle up a modest meal)

**Now listen to the rest of the story from 10:25**

[https://www.bbc.co.uk/teach/school-radio/english-ks2-the-willows-episode-5-dolce-domum/zhkmwty](https://www.bbc.co.uk/teach/school-radio/english-ks2-the-wind-in-the-willows-episode-5-dolce-domum/zhkmwty)

1. Write the date and LO in your book and underline with a ruler.
2. Divide your whole page into 6 parts, using your ruler.
3. Have a think about the whole episode and pick out 6 of the main events. Write a sentence to describe each event in each box. The sentences must be written in chronological (time) order

1. Mole recognised the scent of his home.	2. Mole was distraught because Rat wouldn't let Mole visit his home.
3.	4
5.	6.

4. Draw a picture in each box to illustrate the sentence you have written.

**SPaG- Synonyms and antonyms.**

**Synonyms** are words with the same or similar meanings. For example: 'joyful' is a **synonym** for 'happy'.

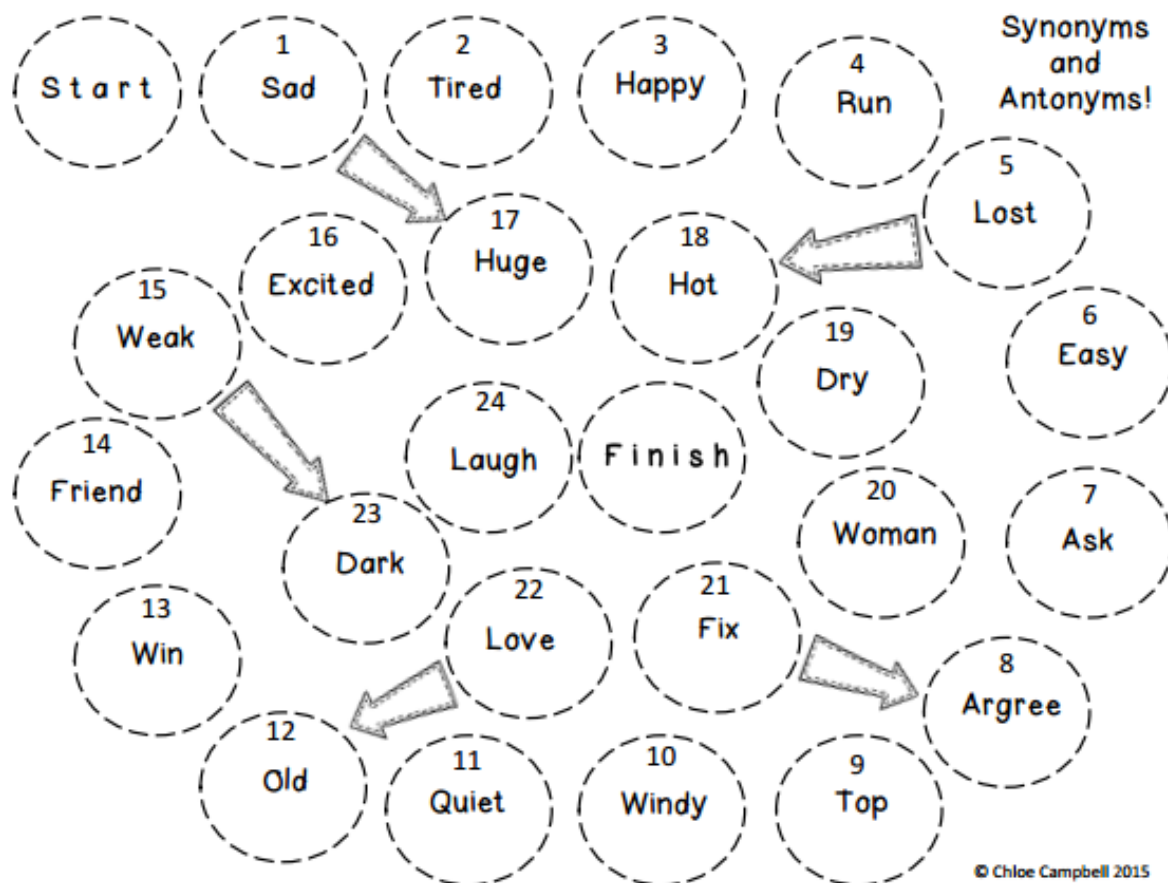
An **antonym** is a word that means the opposite of another word. For instance, the **antonym** of 'hot' may be 'cold.'

[Synonyms and antonyms board game.](#)

You will need to play with another person so you could ask a member of your family or play with a favourite or lonely toy! They may need a little help with the answers though!

Youngest goes first!

1. Roll a die (or use 6 little pieces of paper numbered 1-6 and pull out of a pot) and move that number of spaces along the board.
2. When you land on the circle you will need to say a synonym **and** an antonym for that word eg SAD....  
Synonym could be miserable and antonym could be happy. (You don't have to write anything down!)
3. If somebody else lands on the same word, they must provide a different synonym and antonym. No repeats!
4. Think how you will end the game... exact roll of the die or first over the finish line?

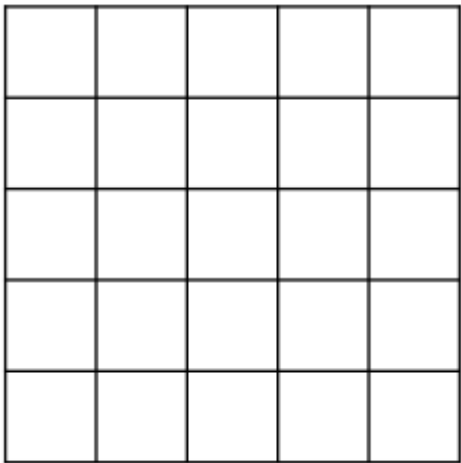


Maths

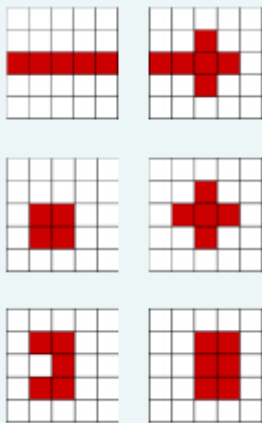
**Wednesday**

**LO To show reflection as symmetry**

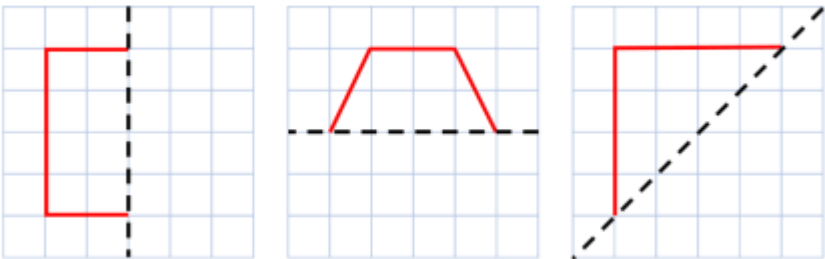
How many symmetrical shapes can you make by colouring in a maximum of 6 squares?



There are a variety of options. Some examples include:



Complete the shapes according to the line of symmetry.



Reflect the shapes in the mirror line.

