Year 4 Homework Grid – Autumn Term 2025

1) A to Z of ***Sound.*** Make an alphabet list of things that make a sound. Can you spell the sound they make? *Trumpet - pppaaarrrppp*	**3)** Research a famous **musician** or **composer**. What are they famous for? Why are they still important today?	**5)** Explain how different **sounds** are made. You can use pictures and words to make yourself clear. 	**7)** Design a new ***musical instrument***. Remember to use annotations to explain its features. It can be made of anything!	**9)** Imagine you are a ***famous musician*** *(like Elvis Presley).* Write a diary entry for a day in your life. Include what you do in the morning, afternoon and evening.	**11)** Research and list the top 5 songs from the year you were born. Can you do the same for your family?
2) Multiplication square jigsaw. How long will it take you to create it?	4) Table pattern goes wild. What patterns can you spot? Can you find which patterns could link to which times table.	6) Ring a ring a numbers. How many can you create? How many different ways are there of completing a ring?	8) Double or Halve? Can you win or will you lose?	10) Make 37. How many different combinations are there to complete this maths problem?	**12)** What is your favourite ***song*** and why? Write a paragraph to explain your choice. Try to include conjunctions in your writing.

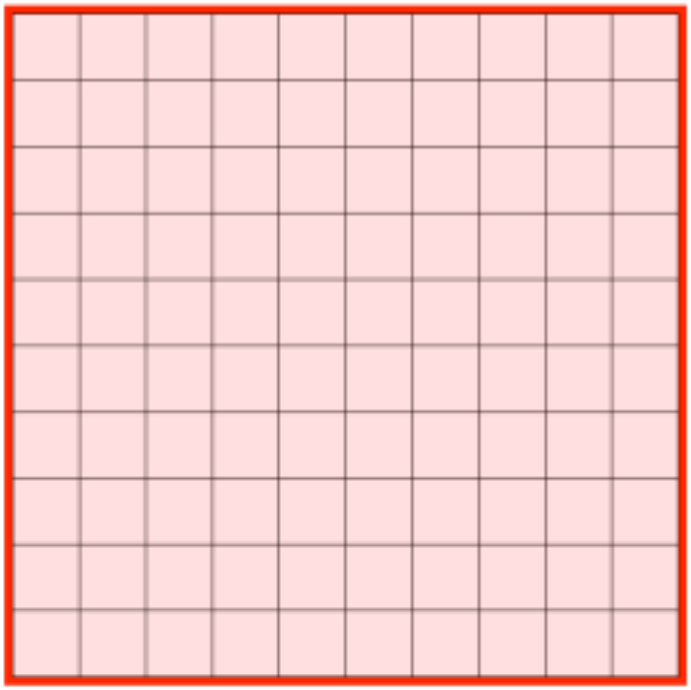
One piece of learning challenge homework must be completed each week ready to be handed in each <u>MONDAY</u>. You can stick it into your green Home Learning Book. Please feel free to make and create things that cannot be recorded in your book! This homework should take a minimum of 30 minutes and we hope, will be lots of fun. If you would like some resources or ideas to help with your projects, please let your class teacher know. You only need to do <u>*one*</u> of these, every week.

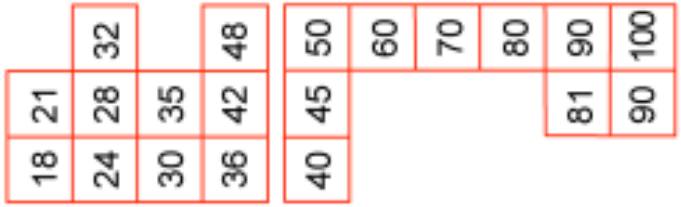
Also remember to:

- **Practise your times tables**
- **Practise your spellings – There will be a test every Friday morning**
- **Read at least 3 times a week.**

Can you complete the jigsaw of the 1-10 multiplication square. (It is not a 100 square)

Multiplication Square Jigsaw



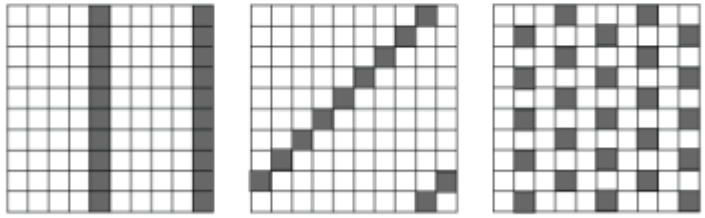


Multiplication Square Jigsaw

Tables Patterns Go Wild!

You might have made some times table patterns on hundred squares before. Some tables make vertical lines, some make diagonal lines and some make different patterns. Hundred squares are 10 by 10 grids, and in this problem we will call these '10 grids'.

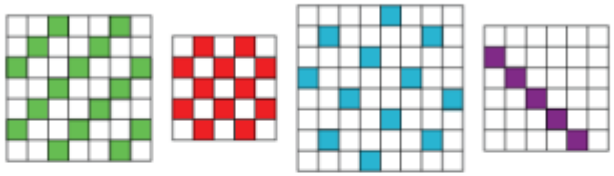
Have a look at the 10 grids below.



Which times tables made these patterns? Why?

We are going to look at the patterns made on square grids of other sizes, from 4 grids (a 4 by 4 grid) to 9 grids.

These are patterns on a 7, a 5, an 8 and a 6 grid:



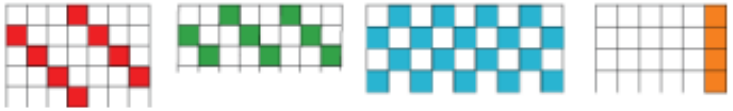
Which times tables made these patterns? Can you explain why they look like this?

Now it is time to do your own investigations. You can use grids drawn on squared paper.

Have a go at working out what makes vertical and diagonal lines on the different grids.

Can you make the checked pattern? What times table do you need to use on each grid?

Here are the top parts of some grids.
Can you identify which times table has been used to make each one?

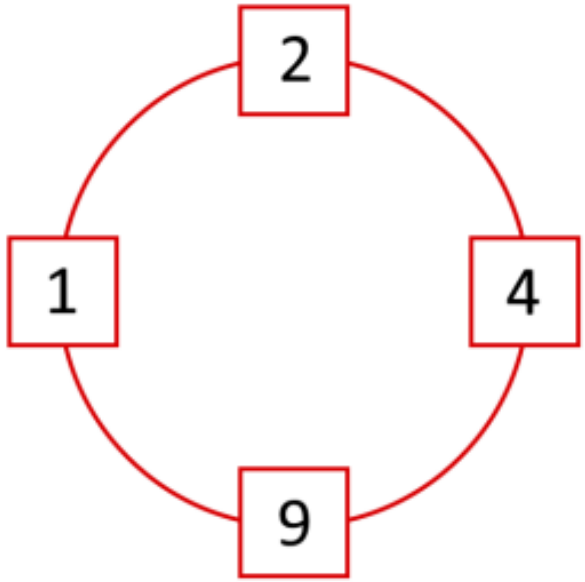


Here are some parts of various grids. This time we have not shown the edges of the grids. Can you identify which times tables on which grids could have been used to make these patterns?

There may be more than one answer.

Ring a Ring of Numbers

Here is a picture of four numbers placed in squares on a circle so that each number is joined to two others:



What do you see?
What do you notice?

Choose four numbers out of 1, 2, 3, 4, 5, 6, 7, 8 and 9 to put in the squares so that the difference between joined squares is odd.
Only one number is allowed in each square. You must use four different numbers.
What can you say about the sum of each pair of joined squares?

What must you do to make the difference even?
What do you notice about the sum of the pairs now?

Double or Halve?

This is a game for two players.

You will need a dice (1-6 or 0-9).

How to play:

- Decide on a target number. This is the total that both players are trying to make.
- Player 1 throws the dice. They can choose whether to double the number shown or halve the number shown.
- Player 2 throws the dice. In the same way, they can choose whether to double the number shown or halve the number shown. Player 2 adds their number onto Player 1's number to make a running total.
- Play continues like this with each player rolling the dice, halving or doubling the number, and adding the result onto the running total.
- The winner is the player who reaches the agreed target exactly.

Here are some questions to think about:

Must each player always take a turn?
Does it matter if you go first or second?
Are there any particularly good numbers to choose as your target? Why or why not?
What are you thinking about in order to try to win the game?

Make 37

Four bags contain a large number of 1s, 3s, 5s and 7s.

Can you pick ten numbers from the bags that add up to 37?