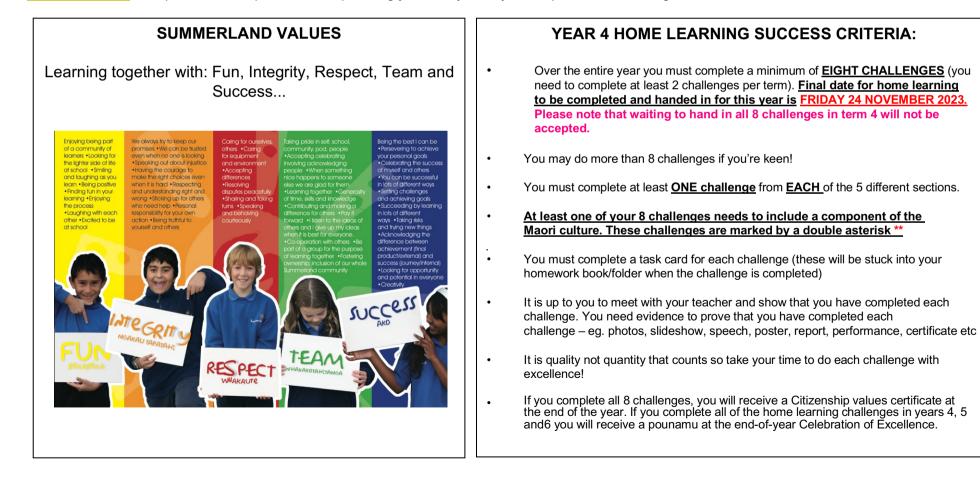
This is an exciting area of learning we are inviting you to take part in. Summerland home-learning is based on the Summerland values and is designed to teach you to be self-motivated and independent with your learning. It gives you opportunities to try new things and learn life-skills you can use in the wider world.

While you are still expected to read nightly at home for enjoyment and to work on learning goals (such as maths basic facts), this sheet will take the place of traditional weekly homework sheets.

The home learning challenges need to be completed carefully – remember it is quality not quantity that counts. It will probably take you all year to complete your set number of challenges! You must provide evidence that you have completed each challenge. You need to fill in a task card (available from your teacher) for each challenge and also be able to show what you have learning from doing it. The way you present your home-learning is up to you – while it's fine to just write about it, there are plenty of other fun ways to present your learning. Here are just a few ideas: presenting a speech, making a poster or booklet, taking photos, or using I.C.T applications to create slideshows, movies etc.

As you finish each challenge you will need to have it checked by your teacher to make sure you have completed it properly. If you need any help with your home-learning, you should ask your parents or teacher but remember – your parents are not allowed to do the challenges for you, no matter how eager they are to take over! Your parents are responsible for supervising your safety while you complete these challenges.



SUMMERLAND HOME LEARNING CHALLENGES: YEAR 4

Meaningful home learning opportunities to promote independent, motivated, well-rounded learners

Academic Excellence



Giving

	Giving		Academic Excellence
G1.	Give to children in need: participate in the 20 hour famine	A1.	Improve your technology skills: Design and build a marble run that will
	(https://www.worldvision.org.nz). Raise a minimum of \$20		take at least 10 seconds for a marble to reach the ground, without the
G2.	Give to your family: Prepare a meal and do two jobs for your family		marble getting stuck. Your track must be on a board no bigger than 1
	(mow the lawns, wash the cars, clean, do washing etc)		metre high and 50cm wide. Use materials you've got at home
G3.	Give to charity: Learn about a charity of your choice. Find out what	A2.	Improve your maths – complete the Year 4 maths challenge sheet
	they need in the way of donations. Donate some of your pocket money,	A3.	Be a reporter: interview someone at least 5 times your age. Find out
	or food, books, toys or clothes you no longer need	1.01	about the similarities and differences between school then and now.
G4.	Give of your time: visit a relative or neighbour (you know) at least 2		Write an article on what you have learnt.
•	times over two terms. Take them something you have made (eq a	A4.	Improve your science skills – complete the Year 4 science challenge
	card, flowers or some baking). Alternatively, if you have relatives living		sheet.
	overseas, write/email them 2 times letting them know what's	A5.	Improve your computer skills – do a 'Scratch' challenge (go to the
	happening in your life. Take copies to put in your home learning book.	/ .5.	Summerland website to find out how to do this:
G5.	Give your skills to help others: join a surf life saving club		http://bit.ly/scratch_challenges
G6.	Design your own challenge – ONLY AFTER DISCUSSING your idea with	A6.	Research skills – find out about a famous Māori New Zealander. Report
	your teacher – TERMS 3 and 4 only		back on challenges they overcame and what they have achieved**
G7.	Learn about māori designs and patterns. Create a friendship bracelet	A7.	Learn 25 kupu hou in Te Reo (new words in Māori) For example, native
N'ON	for a friend using a māori design. Be able to explain what the designs		trees and animals, farm animals, weather, feelings, things in a
	mean and why you chose them**		classroom. Create a mini-dictionary for your words. Make sure you can
			pronounce them correctly **
		A7.	Design your own challenge ONLY AFTER discussing with your teacher
	Service to school and community		Excellence in the Arts
S1:	Find out when there is a community planting day, beach or stream	E1.	Join a school or community group (choir, dance, drama, kapa haka**,
	clean up (or similar) Go along and help out. Provide evidence		jump jam, etc). Attend all rehearsals and performances
S2:	Random acts of kindness - choose someone in your family or at school.	E2.	Create a puppet, robot or doll of an animal of your choice
	Do 3 nice things for them – eg pick them flowers, give them a treat,	E3.	Learn about print-making using styrofoam meat trays:
	or make them a card. Document what you did.	20.	http://bit.ly/Y4HLE3. Now make your own. See your teacher if you need
S3:.	Join a community group: show how through this you have helped		ink and a roller.
	others (eg cubs, guides, keas, church groups etc)	E4.	Learn a musical instrument
S4:.	Learn a Māori stick game (ti rakau). You could learn from someone	E5.	Learn about te manu tukutuku (māori kites). Make your own **
	you know or watching tutorial on Youtube. Hold a workshop to teach	E5.	Improve your confidence and speaking skills. Prepare and present a 3
	the games to others **	5.	minute speech on a topic of your choice to the class

Physical Activity and the Outdoors

- P1: Improve your fitness: over a 4 week period complete a run or walk of at least 20km or cycle 60km. Show a map of your route. Include evidence such as a table that shows the dates you exercised and the distances you covered, a map of your route or print outs using websites such as "Map my Run"
- P2. Explore the outdoors: with a family member or family friend complete a challenging walk such as a walk around a beach of your choice take some photos of the view and things you discover (Your walk needs to be at least 2 hours long)
- P3. Compete in a sport for an entire season (eg basketball, tennis, cricket, netball, athletics, soccer)
- P4. Improve your swimming skills: join a swim school for at least one term show how your swimming skills have improved.
- P5. Undertake and compete in an endurance event eg a triathlon, duathlon, cycle race, mud run, tough kid event etc
- P6. Design your own challenge ONLY AFTER discussing your idea with your teacher terms THREE and FOUR only

