



**Year 4**

**Holiday**

**Homework**

**Summer 1**

**Our Topic is**

**The Vikings**

**How it works:**

**This is your optional homework for the half term..**

**Useful Google searches:**

[Vikings Facts for Kids](#)  
(kiddle.co)

[Vikings - KS2 History - BBC](#)  
[Bitesize](#)

## Optional Holiday Homework

**How it works:**

**You will get four house points for handing in one of the Topic tasks by Monday 1st June 2026.**

**You can present your homework in the style of your choice.**



- ◆ Make your own Viking shield.
- ◆ Create a fact file of an area of Viking life e.g. jobs, education, etc.
- ◆ Write a Viking saga.
- ◆ Design a piece of Viking jewellery.
- ◆ Create a model of a Viking longship that can float.
- ◆ Design/make a Viking themed board game.
- ◆ Write a message in Viking runes.

**Unfortunately, the Vikings never came to Birmingham but here are some places to visit that are a little further away. Check for booking before travelling:**

*Jorvik Viking Centre, York [www.jorvikvikingcentre.co.uk](http://www.jorvikvikingcentre.co.uk)*

*Lindisfarne Priory, Northumberland*

*The British Museum, London*

*The Viking Ship 'Hugin' Ramsgate*

# Key Instant Recall Facts (KIRF's)

## Year 4 Summer 1

Key Instant Recall Facts are number facts that we want our children to be fluent with and able to recall instantly.

By the end of this half term children in year 4 should be able to

recall multiplication and division facts for 11

### What this looks like:

\_\_\_\_\_, \_\_\_\_\_, 77, \_\_\_\_\_, \_\_\_\_\_  
132, \_\_\_\_\_, 110, \_\_\_\_\_,

$$66 \div 11$$

$$132 \div 11$$

$$11 \div 11$$

$$99 \div 11$$

Fill in the missing boxes.

$$880 \div \square = 11$$

$$\square \times 80 = 880$$

$$\square = 110 \times 80$$

2. Work out these answers:

a)  $2 \times 11 =$  \_\_\_\_\_

b)  $12 \times 11 =$  \_\_\_\_\_

c)  $5 \times 11 =$  \_\_\_\_\_

$$11 \times \square = 77$$

$$11 \times \square = 88$$

$$11 \times \square = 99$$

$$11 \times \square = 110$$

### Practical ideas

Write down the multiples of 11 on post-its. Turn one over- what is the question?

Roll a dice (or two) and multiply it by 11.

Write 10 questions and time yourself to answer them.

### Vocabulary

fact  
lots of  
groups of  
multiply  
multiple  
divide  
parts  
whole

### Online games:

[Hit the Button - Quick fire maths practise for 6-11 year olds \(topmarks.co.uk\)](https://www.topmarks.co.uk/Hit-the-Button) (Times Tables- hit the answer or hit the question x 11)

[Mental Maths Train - A Four Operations Game \(topmarks.co.uk\)](https://www.topmarks.co.uk/Mental-Maths-Train) (x 12 and  $\div$  12)

[Daily 10 - Mental Maths Challenge – Topmarks](https://www.topmarks.co.uk/Daily-10) (level 4- multiplication- x 11 or level 4- division  $\div$  11)

The secret to success is practising **little and often**. Can you practise these KIRFs while walking to school or during a car journey? You do not need to practise them all at once; perhaps you could have a **fact of the day**. If you would like more ideas, please speak to your child's teacher.

# Year 4 Summer 1 - Spellings Group 1

## How it works:

These are the spellings your child will see each week on Spelling Shed. Each Wednesday your child will see a new list of spellings to learn at home. A dictation will take place the following Wednesday to test how well your child has learned their spellings. Your child's spelling score will be sent home in the back of their CGP homework book. Spellings will be sent home over the half term holiday ready for a test the first week back.

<b>Week 1</b> <b>Words that are homophones</b>	<b>Week 2</b> <b>Words spelled with 'c' before 'i' and 'e'</b>	<b>Week 3</b> <b>Words containing 'sol' and 'real'</b>	<b>Week 4</b> <b>Words containing 'phon' and 'sign'</b>	<b>Week 5</b> <b>Words with the prefixes 'super-', 'anti-' and 'auto'</b>	<b>Week 6</b> <b>Words with the prefix 'bi-' meaning 'two'</b> <i>Will be tested after half term</i>
scene	circle	solve	signal	supermarket	bicycle
seen	century	insoluble	telephone	superhero	biplane
who's	centaur	real	assign	superstar	biped
whose	circus	reality	microphone	superhuman	bicentennial
affect	princess	dissolve	homophone	antiseptic	biannual
effect	voice	solution	sign	anticlockwise	biscuit
here	medicine	realistic	phonics	antisocial	biceps
hear	celebrate	unreal	signature	autobiography	binoculars
heal	celery	realisation	megaphone	autograph	bisect
heel	pencil	soluble	design	automatic	bilingual