



Western Cape
Government
FOR YOU



BACK ON TRACK
INTERVENTION STRATEGY
Saturday Classes
Grade 4
English

Having fun with Languages!

TUTOR PACK
DATE: Saturday, 29 August 2026

GENERIC PROGRAMME		
TIME	ACTIVITY	FACILITATOR
07:45 – 08:15	BREAKFAST	SCHOOL
08:15 – 10:00	LANGUAGES	TUTOR
10:00 – 10:30	MORNING BREAK	SCHOOL
10:30 – 12:30	MATHEMATICS	TUTOR
12:30 – 13:00	TAKE AWAY LUNCH	SCHOOL

LANGUAGES PROGRAMME	
TIME	ACTIVITY
08:15-08:30	Activity 1: Introduction (15 minutes)
	✓ Greet the learners and welcome them back. ✓ Complete participation register. ✓ Last session we worked on the theme "Be a Superhero – Be the difference". Today we shall focus on that some more. ✓ Give the learners the 1st activity so that they can complete the maize. ✓ Explain the goals of this session and what other activities are planned for today.
08:30-08:50	Activity 2: I am a Super Hero (20 minutes)
	• Show the learners how and why they can also be superheroes. • Play a memory game on the printed out cards. The cards are placed upside down. They have to pair the cards by memory. If they can not form a pair, the cards are put back face down for the next learner to try. The learners keep whatever cards they gather. • Now play the game : "Never have I ever..."
08:50-09:00	Activity 3: "SUPER-WORDS" (10 minutes)
	• A worksheet is now handed out, upside down. • The learners have to put all the words in the correct alphabetical order. • All learners start at the same time. Again, use a stopwatch. • As soon as a learner is done with the list, he/she lays on his/her arms so that you can see who is done and who still needs to finish. • The learners now exchange the worksheets amongst each other. • Now check the lists for the correct order and spelling. • Winner can perhaps receive a prize ie.
09:00-09:10	Activity 4: Word Wheel (10 minutes)
	• Learners must make as many words as they can using the letters on the Word Wheel. • Every word MUST include the letter in the middle! • Press the button on the slide to begin. • As a class you can mark the words of the learner that had the most words.

09:10 - 09:20	Activity 5: BRAIN BREAK - Time to Move! (10 minutes)
	• Play the video. • https://www.youtube.com/watch?v=qCs8U22sV4s • Learners to listen attentively, and watch the action on the whiteboard/screen. • Learners to copy the movements as shown.
09:20-09:35	Activity 6: Visual Literacy (15 minutes)
	• Show the learners the photo. • Let learners first answer the questions on their own. • Where was this photo taken? • Give an antonym for unhappy. • What is the boy thinking about? Why do you say that? • Why is the boy crying? • Have you ever felt this way? Explain. • Who helped you to feel better? • What do you think happened just before the photo was taken? • You are the boy's best friend. What are you going to do to help him? • Once they have completed their answers on their own there can be a class discussion so that different answers can be found to the above question.
09:35 – 09:45	Activity 7: Brain Break (10 minutes)
	• Play the video. • https://www.youtube.com/watch?v=ek1C6GARQRg • Learners to listen attentively, and watch the action on the whiteboard/screen.
09:45 – 10:15	Activity 8: Let's Read (30 minutes)
	• First give the learners the pictures as in activity 8. • Discuss both pictures. See if they can make a story of what they see. • What connection is there between the illustrations and being a SUPERHERO.. • Read the story : "How to be a superhero". Learners must listen carefully. • Now hand out the worksheet with the story and let them follow along as you continue reading to them.

	• Let them make a poster of how they can be superheroes to others in everyday life. • They can finish the posters at home.
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RESOURCE LIST:

Story
https://nalibali.org/story-library/multilingual-stories/how-to-be-superhero

Activity 1:

SUPER MAZE

Help the superhero find his way to the letter H!

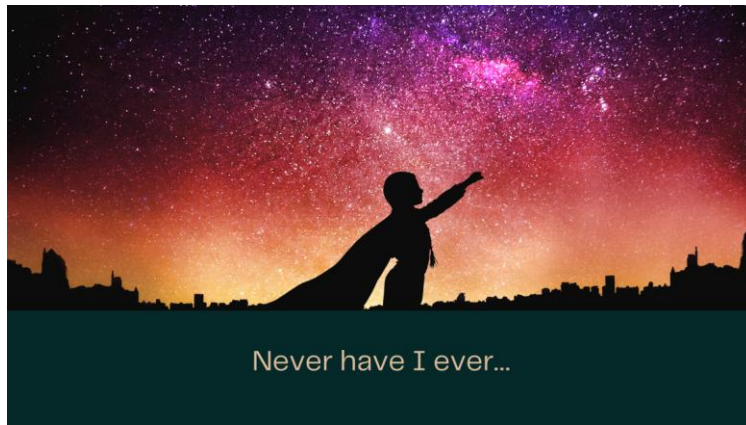


Activity 2:









How to play:

Each person looks at the statement that appears on the screen.
You get five "lives".
If you have done that has been stated, you lose "a Life".
The person with the most "lives" left wins the game.



Rules

Each player holds up five fingers.

If you have already done something like this, you have to lower one finger.
Once you have lowered your all your fingers you cannot play any further.
The player who points the most fingers to the end of the game win.



Never have I ever fallen and bruised my leg.



Never have I ever fallen asleep in class.



Never have I ever pretended to be a superhero.

Never have I ever
tripped over my
own feet and fell in
public.



Never have I ever
been scared of
the dark.



Never have I
ever snorted
while laughing.



Never have I ever
eaten a whole bag
of chips in one
sitting.



Never have I ever
laughed at a joke I
didn't understand.



Never have I ever
accidentally hit myself in
the face with a ball.



Activity 3:

SUPER



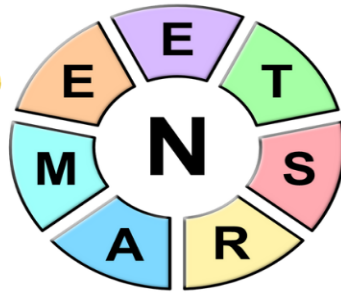
Write the words in alphabetical order

WORDS	Alphabetical order
enough	
resilient	
unique	
loved	
ambitious	
brave	
strong	
worthy	
unstoppable	
powerful	



Activity 4:

WHEEL



How many words can you make using the letters on the Word Wheel?

Every word **MUST** include the letter in the middle!

WORDS	

Activity 6:

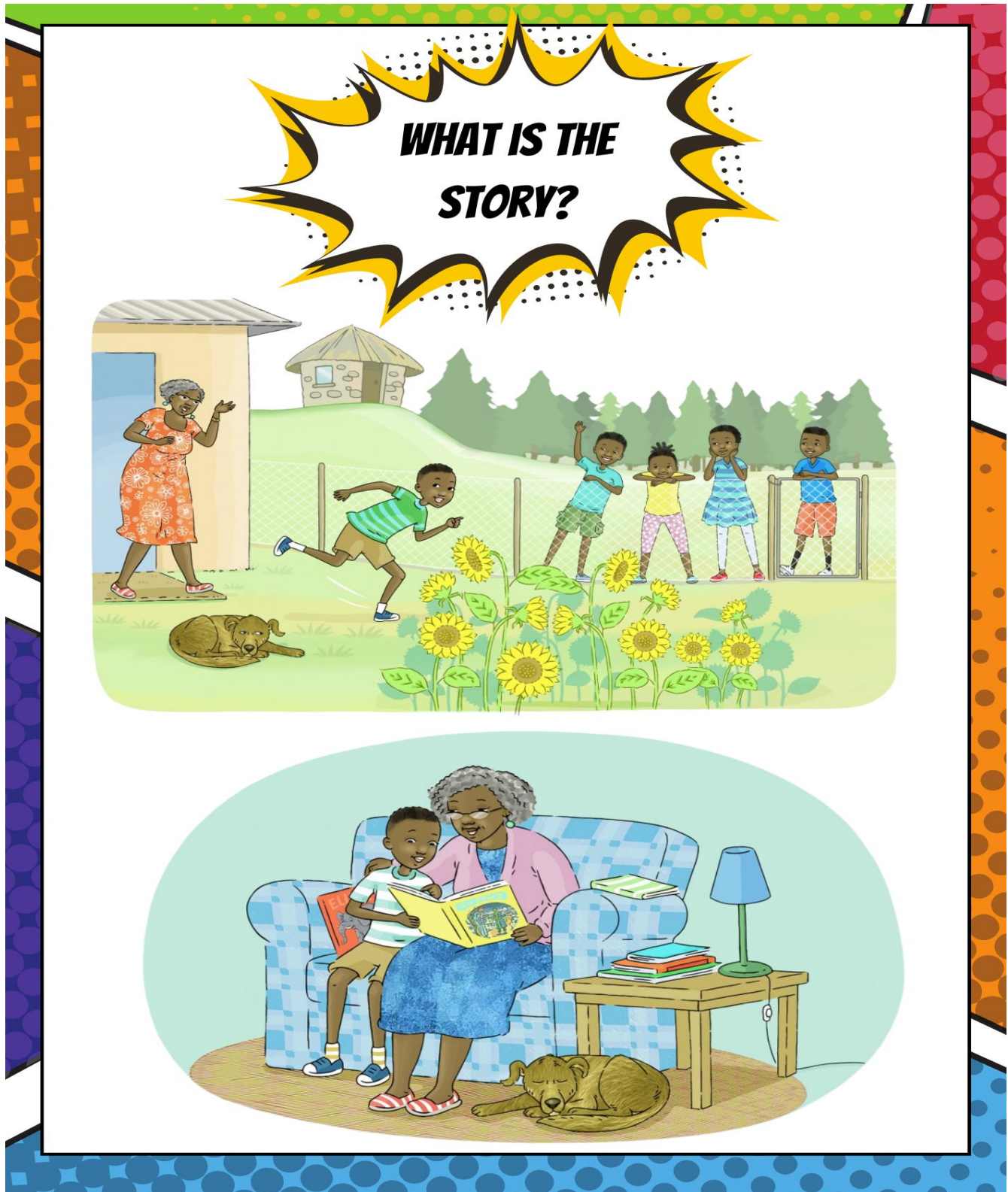


Questions	What do you think?
Where was this photo taken?	
Give an antonym for unhappy.	
What is the boy thinking about? Why do you say that?	
Why is the boy crying?	
Have you ever felt this way? Explain.	
Who helped you to feel better?	
What do you think happened just before the photo was taken?	
You are the boy's best friend. What are you going to do to help him?	

Activity 7:

Author: Bubele Retshe

Illustrator: Jiggs Snaddon-Wood



Timo lived in a small village surrounded by mountains, green fields, and beautiful forests, but his favourite place was the park. He loved it there because he felt like a superhero when he ran around, climbed on the jungle gym, and spun on the merry-go-round. Every day when Timo came home from school, he would get changed out of his school uniform and eat the delicious sandwich that his grandmother had made for him. Then he would do his homework and, when it was done, he would rush outside shouting, "Granny, Granny, it's playtime!"

And Granny would call after him, "Timo, wait! Don't you want me to read you a story?" "No, Granny, I need to play and explore," Timo would reply, already on his way to meet his friends who were waiting for him at the gate.

"There are many places that you can explore in storybooks, Timo," Granny would say. "Books can teach you lots of things and take you to places that you have never been." Timo would giggle and say, "Granny, books can't take me anywhere. Only cars can do that!" Then he would run off down the road to the park with his friends. One afternoon, Timo's best friend, Ben, was waiting for him at the gate. "Hey, Timo, are you ready to play?" asked Ben.

"I'm always ready," said Timo racing down the street with his best friend. They both wanted to get to the park first. When they got there, Timo's other friends were waiting for them. Pamela was sitting on the swing crying, while Noma and Siya were standing next to her. They looked worried.

Timo moved closer to find out what was going on. "What happened to Pamela?" he asked.

"She was on the swing and Siya accidentally pushed it too hard. Pamela fell off the swing and now her knee is bleeding," explained Noma. "Oh no! What are we going to do?" asked Ben. "It's okay, I know what to do," said Noma reaching for her backpack and taking out a small bag.

"What is that?" Timo asked.

"It's a first aid kit. I will clean Pamela's knee and then put on this plaster so that it feels better," said Noma.

The friends were surprised that Noma knew exactly what to do. Once the plaster was on, Pamela said she felt much better, and she wanted to play again. All the friends felt happy

and relieved and they thanked Noma. All the friends raced over to the jungle gym – except Timo. He was wondering how Noma had known what to do. He wanted to know where you could learn these kinds of things because superheroes are supposed to know how to help people!

Timo walked over to where Noma was climbing and asked, “Noma, how did you know what to do?” Noma smiled and said, “I read it in a storybook.”

“You learnt all of that from reading a storybook?” asked Timo. He wasn’t sure he could believe what Noma had said. “Yes, Timo. I want to be a doctor when I grow up so that I can help people. When I read storybooks, I learn about how doctors help people,” said Noma.

Timo was amazed! “I want to be a superhero and help people too. Do you think storybooks could help me do that?” he asked. “Yes, of course!” said Noma. “Storybooks can teach you lots of things. Just get them from the library and start reading.”

The next day, when he got home from school, Timo changed out of his school uniform and ate the delicious sandwich that his grandmother had made for him. Then he did his homework. He had just finished when Granny called him. “Timo, your friends are here. They are waiting for you to go to the park with them.”

“Please tell them I will join them later, Granny,” answered Timo.

Granny could not believe her ears! Timo was always in a hurry to go to the park. “Why aren’t you going right now?” she asked. “I’d like you to read me a story before I go, please,” said Timo. Granny smiled happily. “That’s new! Why do you want me to read you a story today?” she asked.

“Because Noma says stories can teach me how to be a superhero and help my friends,” Timo said as he jumped up and down excitedly.

“That’s my boy!” said Granny as she picked up a storybook. So, Granny and Timo sat down together and read that storybook – and another, and another. And every afternoon after that, before Timo went to play in the park, he asked Granny to read to him.

SUPERHERO





END.