

Year 3 Home Learning

Term 2

Weekly challenges:



Reading Challenge	Times Tables	Spelling	Maths
Try and read daily to be entered into the reading pond! We're practising our comprehension skills; especially the skill of prediction. Using a book of your choice, practise predicting what a character may do next or what may happen next in the book. What is your evidence for this? What words lead you to think this?	Practise your target times table set for you on TTRS by playing garage or studio. Ideas: count up and down in your target times table; practise writing it forwards and backwards; ask a friend or family member to test you; practise division facts. Remember, get on TT Rock Stars every day! Can you earn 50 points in studio a day?	These are the spellings we are going to looking at this term. Group, History, Busy, Decide, Build, Notice, Arrive, Island, Remember and Describe Try some of the following strategies: Look, cover, say, write, check. Word pyramids. Draw pictures to remind you of tricky spellings. Mnemonics.	Each Monday, I'll set you a Purple Mash maths activity to complete. It will be linked to what we are learning that week, so show off what you know!

Challenges for Term 2 - complete 6 of these activities to earn a home learning certificate.

English	English	maths	maths
Using clothes from around your house, create a costume that you think King Arthur would wear. Put on a performance for your family of the story of King Arthur.	Write a diary entry on something you have done over the weekend. Tell me what you did, did you enjoy it? Did you meet up with anyone? Can you include any pictures?	Measuring Fun! Look around your house and measure some objects. There are 3 levels to this challenge. Please see the next page for more details.	Perimeter Challenge Measure the distance around the edge of a room in your house. You could use a tape measure to do this. There are 3 levels to this challenge. See the next sheet for more details.
Торіс	Торіс	PSHE	Mindfulness / Well-Being
Find out Use the internet and any other sources to find out 5 interesting facts about the Anglo-Saxons. Show your facts any way you want Poster Fact file Powerpoint	Make a model of an Anglo-Saxon shield. Are there any colours that they used a lot? Are there any symbols that represented the Anglo-Saxons?	Draw a portrait of someone who keeps you safe. Underneath your drawing write a few sentences explaining who it is that keeps you safe and how they keep you safe. • Do they hold your hand whilst crossing the road? • Do they look after you when you are poorly or have hurt yourself? • Do they help you when you are stuck and need help?	Here are some ideas to help you with your mindfulness: Take time to meditate every day. Sit quietly, close your eyes and imagine your favourite place to be. Just sit and imagine you are in that place. What would you hear? Listen to your favourite song. Listen to the rhythm of the music and the words. Create a piece of art to represent that music

Measuring Fun

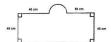
Look around your house and measure the length of some objects. Choose your challenge below.

P2 3 4	6 7 8 9 10
0	6

Challenge A	Challenge B	Challenge C
Measure 5 objects all to the nearest	Measure 10 objects to the nearest	Measure 15 objects to the nearest
centimetre (cm).	millimetre (mm).	centimetre (cm) and then convert the
		centimetres (cm) to millimetres (mm).

Perimeter Challenge

Choose which challenge you would like to take on:



Challenge A	Challenge B	Challenge C
Measure all the walls of a room in your	Measure all the walls of a room in your	Measure all the walls of a room in your
house to the nearest metre (m). Add	house to the nearest metre (m) and	house to the nearest metre (m) and
all these lengths together to get the	centimetre (cm). Add all these lengths	centimetre (cm) and millimetre (mm).
perimeter.	together to get the perimeter.	Add all these lengths together to get
		the perimeter.
You can draw your room and	You can draw your room and	
measurements too.	measurements too.	You can draw your room and
		measurements too.