Year 3 Home Learning Pack

30.3.20 WEEK 2

We hope you enjoyed completing your home learning package last week! ☺

This week, we would like you to complete the following:

Maths - 30 minutes using TT Rockstars and complete one maths sheet per day.

Reading - 40 minutes per day (including reading to someone and being read to). If you have time, you could write a book review for a book you have enjoyed!

Spelling - 20 minutes per day. We recommend you choose 10 - 15 words at the start of the week and practise these each day. This could involve -

- writing sentences with your words.
- > making word cards.
- > writing definitions.
- > writing you word in different colours/fonts/styles.
- > creating a mnemonic, e.g. Big Elephants Can't Always Use Small Exits (because).

(Please choose from the certificate words, high frequency words or statutory spelling words - these can be found as separate documents on the year 3 extended learning tab).

Writing - completion of the weekly writing challenge (including self-editing).

Topic/science - completion of the weekly topic/science challenge.

Extended Learning Competition (continued) - design a poster to describe and explain our school vision (3 weeks).

Optional - we have included a document called '50 science things to do before you are 11 and three quarters'. If you have time, please feel free to have a go at some of these fun science experiments!

We look forward to hearing all about what you have been up to. Keep up the good work! \odot

Miss Stewart, Mrs Simpson and Mrs West

10 + 10 =	12 + 8 =	16 + 4 =
5 + 15 =	9 + 10 =	3 + 17 =
0 + 20 =	7 + 13 =	12 + 7 =
9 + 10 =	19 + 1 =	4 + 15 =
4 + 16 =	6 + 13 =	11 + 9 =
18 + 2 =	2 + 18 =	2 + 17 =
1 + 18 =	13 + 6 =	10 + 9 =
14 + 6 =	20 + 0 =	8 + 12 =
11 + 8 =	15 + 4 =	17 + 3 =
7 + 12 =	13 + 7 =	5 + 14 =
6 + 14 =	14 + 5 =	16 + 3 =
8 + 11 =	18 + 2 =	1 + 19 =
3 + 16 =	9 + 11 =	
-number-bond-challer 10 + 10 =	nge-activity-sheet\#Art 15 + 5 =	work

Can you complete this number challenge in 90 seconds or less?

Use column addition to answer the following questions...

4 + 6 =	2 + 18 =	50 + 50 =		
1 + 9 =	70 + 30 =	80 + 20 =		
30 + 70 =	14 + 6 =	2 + 8 =		
5 + 15 =	5 + 5 =	17 + 3 =		
80 + 20 =	17 + 3 =	40 + 60 =		
2 + 8 =	11 + 9 =	100 + 0 =		
13 + 7 =	90 + 10 =	3 + 7 =		
10 + 90 =	6 + 4 =	1 + 9 =		
16 + 4 =	70 + 30 =	70 + 30 =		
7 + 13 =	1 + 9 =	18 + 2 =		
10 + 10 =	14 + 6 =	5 + 15 =		
1 + 9 =	0 + 20 =	10 + 0 =		
8 + 2 =	2 + 18 =			
50 + 50 =	7 + 3 =			

Can you complete this number challenge in 90 seconds or less?

Use column addition to answer the following questions...

Miss Stewart was very tired last night and, as a result, made lots of mistakes when she was doing her maths homework. Look at her work and write a sentence to explain what she has done wrong. Then, solve the problem correctly!

	2	5
+	3	9
	7	4
	2	

Choose two things you would like to buy from the shop. Use column addition to work out how much it would cost.

Challenge - can you work out the cost for three things you would like to buy?



Complete the 1-100 square using Roman numerals.

I = 1

V = 5

X = 10 L = 50 C = 100

I	II	III	IV	v	VI	VII	VIII	IX	х
ХI	12	13	14	15	16	17	18	19	xx
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	XL
XLI	42	43	44	45	46	47	48	49	L
51	52	53	54	55	56	57	58	LIX	60
61	62	63	64	65	66	67	68	69	70
LXXI	LXXII	73	74	LXXV	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	XCIX	100

Then, make your own Roman numerals poster including the numbers 1 - 12.

SCIENCE TASK

Magnetic materials and magnet hunt

In the autumn, you learned that magnets and magnetic materials contain the metal iron.



Have a look around your home to find out where magnets are being used. Make a list of magnets that you have found. How are magnets helpful in these places? Do you know why magnets may have been used in these places?

If you have any magnets such as fridge magnets or magnetic toys, have a search around your house for magnetic materials. Are all shiny objects and metals magnetic? Why not?

SAFETY NOTE

DO NOT put magnets anywhere near electronic devices such as televisions, computers, iPads, headphones, electronic games, telephones etc as many contain magnetic parts or magnets, which will move & break the device if a magnet is placed near it.

Keep magnets away from a younger brother or sister under the age of 5 or pets.



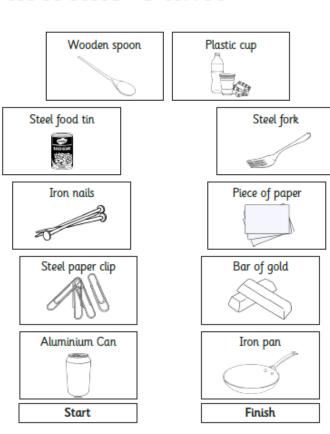
Magnetic Materials Game

Instructions

The aim of the game is to be the player with the most points when a player first reaches the 'Finish' space.

You will need one counter per player and a 1-6 dice.

- All players place their counters on the 'Start' space.
- Roll a dice and move along the board the number of spaces shown on the dice.
- If you land on a space with a picture of a material or object that is attracted to a magnet, you get one point.
- If you land on a space with a picture of a material or object that is not attracted to magnets, you lose 1 point.
- Keep track of your points so you can see who has got the most points at the end of the game.



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Writing Task

As we have just finished reading Cliffhanger, your task is to write an adventure story! You can use the 5Ps planning frame to help you - print a copy if you can or draw your own ©

First you will need to plan it:

Where will it be set?
Who will be in the story?
What is the problem?
How does it get sorted?
How does your story end?

Choose a setting from:

Space

Underwater

Zoo

Space

Another Planet

Stone Age

A spooky forest

Theme Park

S2S

- Introduction.
- Paragraphs.
- Correct punctuation.
- Fronted Adverbials.
- Exciting verbs and adjectives.
- An ending to the story.
- Neat handwriting.
- Complex sentences.
- First person I
- Correct spellings.











Useful Conjunctions:

so that
until
which
but
because
when
even though

Useful Adverbials of time:

Early the next morning,
As soon as I could,
In the distance,
Quickly, Slowly,
Before long,
Later on,
A few hours later,

