

Year 3 Home Learning w/b 08/06/2020

All work can be recorded in your orange exercise book. If you wish to work online, you can log into your Hwb account and use Office 365.

*Tasks and Powerpoints will be attached separately so you will need to open these files.

Monday

9:00-9:30	<p>Joe Wicks daily workout (Live on his Youtube channel 'The Body Coach TV')</p> <p>PE ideas- open attached file 'PE Year 3'</p>
9:30-10:30	<p>Maths Rounding numbers to the nearest 10</p> <p>https://www.bbc.co.uk/bitesize/topics/zh8dmp3/articles/zpx2qty</p> <p>Watch the video. Scroll down to complete the activities on-screen. There is also a quiz further down.</p> <p>Remember, to round a number to the nearest 10, look at the units digit. If the units digit is 5 or more, round up. If the units digit is 4 or less, round down.</p> <p>The last digit in 356 is 6. So we round it up to 360. The last digit of 352 is 2. So we round it down to 350. 475 ends in a 5. We always round a 5 up. So 475 rounds up to 480.</p> <p>1-dot Make two sets of cards 0-9. Choose two cards at random to create a 2-digit number. Round the number to the nearest 10. Repeat for different 2-digit numbers. E.g 54 would be rounded down to 50, 55 would be rounded up to 60.</p> <p>2-dot Make three sets of cards 0-9. Choose three cards at random to create a 3-digit number. Round the number to the nearest 10. Repeat for different 3-digit numbers. E.g. 194 would be rounded down to 190, 195 would be rounded up to 200.</p> <p>3-dot Open 'Odd one out'. These numbers have been rounded to the nearest 10, but there are some mistakes. Can you spot the mistakes?</p> <p>Interactive game: https://www.topmarks.co.uk/maths-games/rocket-rounding</p>
10:30-11:00	<p>Break</p>
11:00-12:00	<p>Literacy - Introduce your magical animal</p> <p>I would like you to write the first part of your <u>adventure story</u> using your story plan from last Friday and your factfile from last Monday to help you. I have attached 'Character adjectives' and 'time connectives' sheets which may be useful.</p> <p>What you need to include:</p>

	<ul style="list-style-type: none"> introduce your main character (your magical animal)- What is his/her name? Can you create 2A sentences to describe his/her appearance and personality? (use the word mat) describe any special skills your animal has time connectives to keep the story flowing (use the word mat provided) <p>Remember to choose interesting words and keep checking your work - does it make sense?</p>
12:00-1:00	Lunch
1:00-1:30	<p>Reading - Log into Bug Club</p> <p>https://www.activelearnprimary.co.uk/login?c=0</p>
1:30-2:00	<p>Welsh</p> <p>Open 'Pa Liw?' and listen to the audio recording below if you unsure of how to say colours in Welsh.</p> <p>https://www.youtube.com/watch?v=mAxQGgbc5zE</p> <p>Practise asking Pa liw? (What colour?) Point at different items around your home and ask Pa liw? Help your family members to answer the question by saying the colour in Welsh.</p>
2:00-3:00	<p>Computing</p> <p>https://scratch.mit.edu/</p> <p>Click 'Ideas' at top of screen. Click the 'Animate a Name' tutorial then have a go at animating your name. 'Make Music' is also a simple tutorial to try.</p>

Tuesday

9:00-9:30	<p>Joe Wicks daily workout (Live on his Youtube channel 'The Body Coach TV')</p> <p>PE ideas- open attached file 'PE Year 3'</p>
9:30-10:30	<p>Maths -Rounding money or decimals</p> <p>Watch the video. Scroll down to complete the activity.</p> <p>https://www.bbc.co.uk/bitesize/topics/zh8dmp3/articles/zsvt97h</p> <p>Rounding a price to the nearest pound is the same as rounding a decimal to the closest whole number.</p> <p>If the price is £2.80 you can round up to £3 because the number in the tenths position is 8. The closest whole number to 2.8 is 3.</p> <p>If the price is £2.08 you can round down to £2 because the number in the tenths position is 0. The closest whole number to 2.08 is 2.</p> <p>Don't forget, if the number you are rounding is 5, round up. £2.50 rounded to the nearest pound is £3.</p>

	<p>Task- Look at the price of food items online (use a supermarket website). Choose items that cost more than £1 if possible. Create a shopping list then round each price to the nearest £1.</p> <p>e.g Shreddies £1.05 rounded down to £1.00 Tesco toilet roll £1.90 rounded up to £2.00</p> <p>Can you work out a rough total?</p> <p>Log in to TTrockstars.com to practise your times tables.</p>
10:30-11:00	Break
11:00-12:00	<p>Literacy - Describing the setting</p> <p>It is important to look at your story plan and your work from last Tuesday. If you have finished yesterday's work, you can now continue writing your adventure story.</p> <p>You need to:</p> <ul style="list-style-type: none"> describe where your magical animal lives (have a look at the word mats for different settings as there may be one that matches your setting) use exciting adjectives. Think about the ones you heard in the video last week. What can your animal see, smell and hear? How does this place make your animal feel? Look back at your previous work. <p>I have provided several word mats which may help you describe the place where your animal lives (according to your story plan).</p> <p>*You did most of the hard work last week, so you are really just collecting all your ideas and writing in the style of a story!</p>
12:00-1:00	Lunch
1:00-1:30	<p>Reading - listen to audio books online</p> <p>https://stories.audible.com/discovery</p>
1:30-2:00	<p>Welsh</p> <p>Watch the video https://www.youtube.com/watch?v=J-w7w_dID7E</p> <p>Imagine you are in a clothes shop asking for an item of clothing. The shop assistant will often ask what size you want. You need a partner- one of you will be the cwsmer (customer), one of you will be the siopwr (shopkeeper).</p> <p>Listen to this audio recording first:</p> <p>https://www.youtube.com/watch?v=uyokZ3mXgIk</p> <p>Practise the conversation below.</p> <p>Siopwr: Beth wyt ti eisiau? <i>What do you want?</i></p> <p>Cwsmer: Dw i eisiau trowsus, plis. <i>I want trousers please.</i></p>

	<p>Siopwr: Iawn. Pa liw? <i>Ok. What colour?</i> Cwsmer: Llwyd golau. <i>Light grey.</i> Siopwr: Pa faint? <i>What size?</i> Cwsmer: Canolig plis <i>(medium please)</i> Siopwr: Dyma ti. Trowsus canolig llwyd golau <i>(Here you are. Medium light grey trousers)</i> Cwsmer: Diolch yn fawr <i>(thank you very much)</i></p>
2:00-3:00	<p>Art Open 'Arcimboldo Powerpoint' Read about Italian artist Giuseppe Arcimboldo. Can you create your own fruit and vegetable painting? You could use real fruits and vegetables and take a photograph, or you could draw or paint it.</p>

Wednesday

9:00-9:30	<p>Joe Wicks daily workout (Live on his Youtube channel 'The Body Coach TV') PE ideas- open attached file 'PE Year 3'</p>
9:30-10:30	<p>Maths Graphs http://www.iseemaths.com/lessons34/ Scroll down to Which graph? Monday 1st June Watch the video and complete tasks as instructed: Open 'Which graph' for more tasks (Task B is more difficult than Task A).</p>
10:30-11:00	<p>Break</p>
11:00-12:00	<p>Literacy - The Build-Up You should have already introduced your magical animal and described where he/she lives. Now, you need to start the <i>build-up</i> part of your adventure story. Is your animal having a normal day at the start of your story? Is he/she going on a journey somewhere? Why is he/she going there? Look back at your work 'Normal Vs Bad Day' and your story plan to gather your ideas. You need to describe the new location that your animal arrives at too (you did this last week so look back at your work). Remember to keep using an interesting writing style and use the 'Time connectives' word mat to keep your story flowing.</p>
12:00-1:00	<p>Lunch</p>
1:00-1:30	<p>Reading - read a book or magazine of your choice</p>
1:30-2:00	<p>Spellings 1-dot o-e words: home, woke, those, hope, hole, bone, smoke, slope. 2-dot aw words: saw, paw, draw, yawn, lawn, crawl, straw, awful. 3-dot In contractions, the apostrophe shows where a letter or letters would be if the words were written in full</p>

	<p>(e.g. can't - cannot). It's means it is (e.g. It's raining) or sometimes it has (e.g. It's been raining).</p> <ol style="list-style-type: none"> 1. cannot - can't 2. do not - don't 3. has not - hasn't 4. it is- it's 5. could not - couldn't 6. did not- didn't 7. should not- shouldn't 8. I will - I'll <p>Spelling games: http://www.ictgames.com/mobilePage/spookySpellings/index.html https://www.arcademics.com/games/coconuts</p>
2:00-3:00	<p>Music - Open 'Dynamics' https://www.bbc.co.uk/bitesize/articles/z4gmt39 Watch the first video. Complete the sheet as instructed when watching the second video (Ten pieces party live lesson)</p>

Thursday

9:00-9:30	<p>Joe Wicks daily workout (Live on his Youtube channel 'The Body Coach TV') PE ideas- open attached file 'PE Year 3'</p>
9:30-10:30	<p>Maths Open 'Maths on the move'. Choose one or two activities to complete. Play maths games on your Bug Club https://www.activelearnprimary.co.uk/login?c=0</p>
10:30-11:00	<p>Break</p>
11:00-12:00	<p>Literacy -The Problem You have already written the build-up to your adventure story. Today, we will write the most exciting part, the problem (what goes wrong!). What problems is your magical animal about to face? Is it one main problem or several problems one after the other? Look at the 'Bad Day' column on your 'Normal Vs Bad Day' sheet and your story plan to gather your ideas. Will your story be funny? Will it be scary?</p>
12:00-1:00	<p>Lunch</p>
1:00-1:30	<p>Reading - Log into Bug Club https://www.activelearnprimary.co.uk/login?c=0</p>
1:30-2:00	<p>Welsh Have a conversation using the language mat (Open Welsh Language Mat file). Choose a different person to be this</p>

	week and answer the questions as they would! *It is important to practise using this language mat every week.
2:00-3:00	Science Open 'Fireworks in a jar' A little experiment for you to try with the help of an adult!

Friday

9:00-9:30	Joe Wicks daily workout (Live on his Youtube channel 'The Body Coach TV') PE ideas - open attached file 'PE Year 3'
9:30-10:30	Maths Open 'Maths on the move'. Choose one or two activities to complete. Play maths games on your Bug Club https://www.activelearnprimary.co.uk/login?c=0
10:30-11:00	Break
11:00-12:00	Literacy - The Solution (how the problem gets sorted out) and The Ending Read your story so far and look at your work from last Friday (you planned the solution). Yesterday your magical animal faced a problem. How will your magical animal solve this problem? Will someone come to help or will he/she solve it themselves? Write the 'solution' part of your story and then move onto the ending. Will your animal go back to where he came from? Does life return to normal? Is it a happy or sad ending?
12:00-1:00	Lunch
1:00-1:30	Reading - Newsround - read news articles https://www.bbc.co.uk/newsround
1:30-2:00	Welsh Astroantics website http://www.bbc.co.uk/wales/learning/astroantics/
2:00-3:00	Geography/Literacy Open 'Italy reading task' Choose either the 1, 2 or 3 dot task based on your reading ability. The answers are included so you do not need to print these out.

I hope you have enjoyed this week's activities. Please send me pictures of your work on Dojo as I will be giving out Dojo points for the tasks you complete!

Miss Williams