

Dear Parents and Children, this is your weekly timetable to start on **Monday 8th June**. It is so important that all children are back in a routine for learning at home and completing the daily work we set in line with the National Curriculum. This will help them to continue to make progress so they are confident and ready for learning when they re-join us. We will continue to be in touch to discuss your child's home learning with you and appreciate all your support. For your maths learning this week, please visit <https://whiterosemaths.com/homelearning/year-3/> and select 'week 4' – worksheets will be sent with marvellous me messages and added on to Seesaw. Please see the pages below for accessing White Rose, Wordsmith, writing support and CGP for Science.

1 st -5 th June		Morning		Afternoon	
	Maths	Reading <i>Username is first name, your password is cat and school code is ssjg</i>	Writing <i>Including daily spelling from Spelling Frame and CGP handwriting</i>	CGP Science	Creative learning
Timings	At least 30 minutes	At least 30 minutes	https://www.pobble365.com/a-dangerous-pet See below for large image and guided questions.		
Monday	White Rose home learning - Week 4, Lesson 1: Multiplying and dividing by 4 and 8	Active Learn – Bug Club The Cloud Rider - Tina Shaw (We will be reading a chapter a day for the next two weeks)   Chapter 6, Pages 43-50 Complete questions for Monday shared on Seesaw and attached on Marvellous Me.	Writing: Plan your writing. Look at the writing page below, imagine you are a child living in a castle and you have received a dangerous dragon as a pet. Think about and write ideas for the following questions. Why has the King given his children a dragon? Do you think it's a wise decision? What do you think the children will try and train their dragon to do? Where do the children live? Can you think of a good name for their kingdom? Spelling: Prefixes (3 of 3) (Complete the <i>Spelling Tile</i> game) https://spellingframe.co.uk/spelling-rule/59/6-More-prefixes-3-of-3	CGP Science – Growing Plants Pages 1-2 Seeds and Bulbs	Draw a plant game: You will need a dice, pencil, paper and two or more people. 1 = the roots, 2 = the stem, 3 = the leaves, 4 = the petals, 5 = the stamen, 6 = the style and stigma. Roll the dice and draw the part of the plant for the number. Who will draw the complete plant first?
Tuesday	White Rose home learning Week 4, Lesson 2: Multiply 2 digits by 1 digit	Active Learn – Bug Club The Cloud Rider - Tina Shaw   Chapter 7, Pages 51-59 Complete questions for Monday shared on Seesaw and attached on Marvellous Me.	Writing: Practising writing with adjectives. Can you make a list of adjectives to describe the dragon? Can you make a list of verbs to say what the dragon is doing? Can you make a list of adverbs to describe how the dragon is eating? Can you now write a sentence using a verb, an adverb and at least one adjectives? Spelling: The suffix –ation (Complete the <i>Spelling Tile</i> game) https://spellingframe.co.uk/spelling-rule/12/7-The-suffix-ation	CGP Science – Growing Plants Pages 3-4 Germination	The Life cycle of flowering plants: The main stages of a plant are <i>germination, growing and flowering, pollination, fertilisation and seed dispersal</i> . Can you design and create a way to represent the stages of the life cycle?
Wednesday	White Rose home learning - Week 4 Lesson 3: Divide a 2 digit number by a 1 digit number	Active Learn – Bug Club The Cloud Rider - Tina Shaw   Chapter 8, Pages 60-68 Complete questions for Monday shared on Seesaw and attached on Marvellous Me.	Writing: Improve these sentences: These sentences are 'sick' and need help to get better. Can you help to improve them? <i>The boy held out some food. The dragon ate it. He was green and had horns.</i> Spelling: The suffix -ly (Complete the <i>Spelling Tile</i> game) https://spellingframe.co.uk/spelling-rule/13/8-The-suffix-ly	CGP Science – Growing Plants Pages 5-7 Watching Plants Change (Mini project 1)	STEM activities: Complete one or more of the activities listed on the page below - <ul style="list-style-type: none">• Create a marble roller coaster• Make the tallest tower• make a boat that floats
Thursday	White Rose home learning – Week 4 Lesson 4: Multiplication and division problem solving	Active Learn – Bug Club The Cloud Rider - Tina Shaw   Chapter 9, Pages 69-76 Complete questions for Monday shared on Seesaw and attached on Marvellous Me.	Writing: Drafting Draft your writing. As you write, consider the best vocabulary choices and use a range of punctuation. Write in paragraphs and make it as gripping as possible! Look at how we have started. Spelling: Ending in -ture (Complete the <i>Spelling Tile</i> game) https://spellingframe.co.uk/spelling-rule/14/9-Words-with-endings-sounding-like-ture	CGP Science – Growing Plants Pages 8-9 Plants throughout the year	Seesaw activity - Create your own plant. Find different parts of a plant that have fallen on the ground from your house, garden or park. Put them on a piece of paper and create your own flower, give it a new name and share on seesaw.
Friday	White Rose home learning - Week 4 Lesson 5: Friday Challenge	Active Learn – Bug Club The Cloud Rider - Tina Shaw   Chapter 10, Pages 77-87 Complete questions for Monday shared on Seesaw and attached on Marvellous Me.	Writing: Editing and Publishing Now you have written your first draft, check it for punctuation, spelling and sense. When you are happy and have made tweaks, publish it. You could write it in your best handwriting, type it or record yourself reading it. Spelling: Ending in -sion (Complete the <i>Spelling Tile</i> game) https://spellingframe.co.uk/spelling-rule/15/10-Endings-which-sound-like-sion	CGP Science – Growing Plants Pages 10-11 Water	Seesaw activity - Make your own paper plane. A fun activity to take into the weekend. Can you design and make your own paper plane that can travel the furthest distance? Share a video of it on Seesaw!

Maths – how to access White Rose

Step 1: search White Rose, Home Learning, Year 3. This week, it is week 4.

<https://whiterosemaths.com/homelearning/year-3/>

Summer Term - Week 6 (w/c 1st June) +

Summer Term - Week 5 (w/c 18th May) +

Summer Term - Week 4 (w/c 11th May) -

Lesson 1 - Multiplying and dividing by 4 and 8

1) 2 lots of 4 rolls = 8 rolls
 $2 \times 4 = 8$

Looking for the worksheets? Contact your child's school to check if they have a subscription to our worksheets. Alternatively, read [more here](#) or get some extra practice from BBC Bitesize.

Step 2: select week 4 and watch the video every day to start your maths

Summer Term - Week 4 (w/c 11th May) -

Lesson 1 - Multiplying and dividing by 4 and 8

1) 2 lots of 4 rolls = 8 rolls
 $2 \times 4 = 8$

2) 4 lots of 6 fish = 24 fish
 $4 \times 6 = 24$

Looking for the worksheets? Contact your child's school to check if they have a subscription to our worksheets. Alternatively, read [more here](#) or get some extra practice from BBC Bitesize.

Step 3: complete the work on the worksheet

We have now subscribed to White Rose to continue to be able to access the worksheets. The worksheets for these three weeks (8st-26th June) are printed and in your home learning packs. We will also post the worksheets on Seesaw and Marvellous Me.

Step 4 (optional):

Find more explanation and support on BBC Bitesize

Visit the BBC bitesize website and search for Year 3 lessons. Select The date which matches your White Rose learning for the day. This may be useful for adults working with you at home.

<https://www.bbc.co.uk/bitesize/articles/znf4kmm>

Area of rectangles

1 On the grid, the area of each square is 1 cm^2 . Calculate the area of each rectangle.

a) $3 \times 2 = 6$
area = 6

b) $4 \times 3 = 12$
area = 12

2 Complete the sentences to describe the rectangle.

There are 3 rows.
Each row has 4 squares.
There are 12 squares altogether.
 $3 \times 4 = 12$

11 May: Maths

Multiplying and dividing by 8

11 May - Learn how to multiply and divide by 8

MATHS

Reading –how to access Bug Club texts

Please note, this is your child's daily reading so it is important that they access it every day. Teachers will monitor your child's access and provide support with any issues you have logging in. They should also read their own independent reading book for 30 minutes each day.

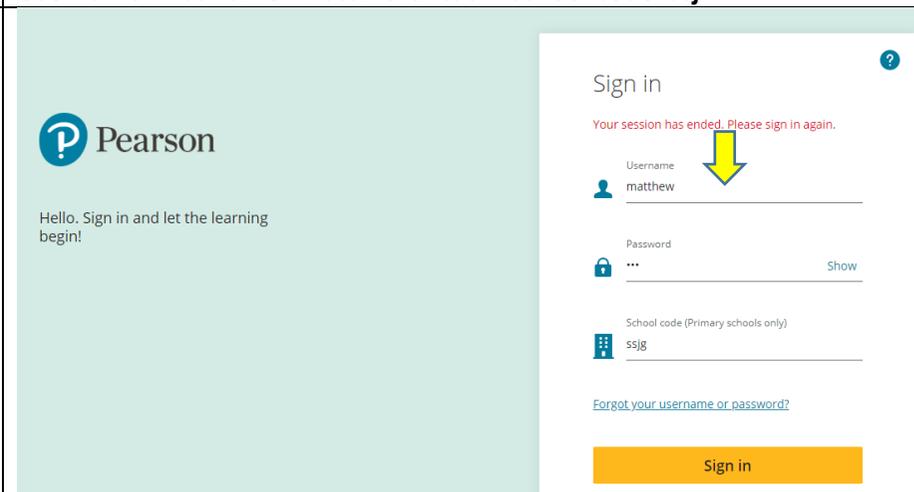
Step 1: search Active Learn and select 'log in'

<https://www.activelearnprimary.co.uk/login?c=0&l=0>

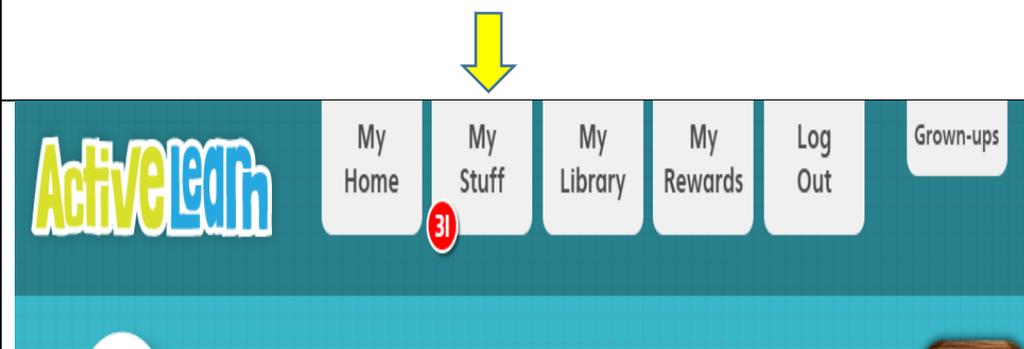


Step 2: enter your login details

Username: first name Password: cat School code: ssjf

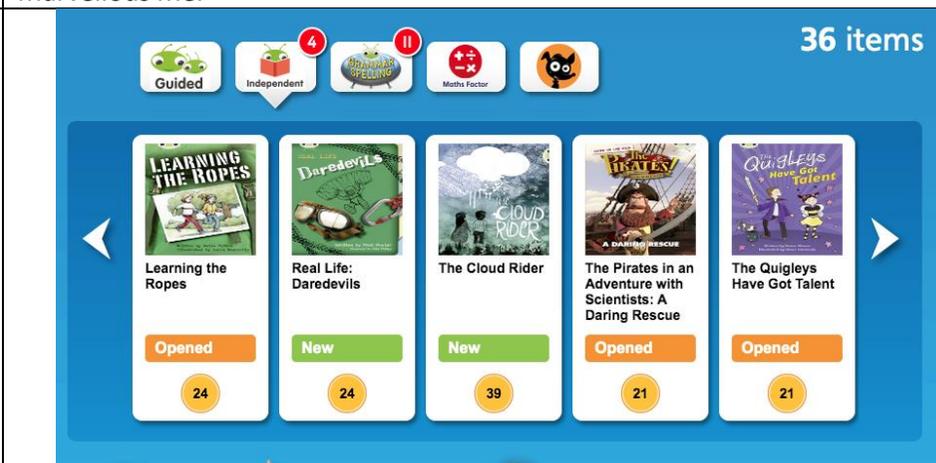


Step 3: select 'my stuff'



Step 4: select the independent tab.

Then scroll to find the text for the day and click on it to open. Read the pages your teacher has allocated and answer the questions shared on Seesaw and Marvellous Me.



Writing inspiration

Imagine that you live in a time long ago, in a place far away, and that you are a child that lives in a castle, and your most favourite pet is..... a dangerous dragon! Your father, the king, has given this present to you and your twin brother as a gift for your birthday, but dragons are dangerous, and it's your job to train it! Think about these questions to make your story more interesting: *Why has the King given his children a dragon? Do you think it's a wise decision? What do you think the children will try and train their dragon to do? Can you think of any strategies that the children might use to train their dragon? Where do the children live? Can you think of a good name for their kingdom? Why do you think the children will need 'all the help they can get' when they come to rule? Can you think of names for the children? What is the child feeding the dragon? What do you think the other child is carrying?*

You will write in the first person, as one of the children, telling your story of you, your brother and your dangerous pet dragon! Be as creative and imaginative as you can be.



Story starter:

The King had known that the gift he presented to his children on their 5th birthday was dangerous. He was prepared to take the risk of letting them own a pet dragon, however. One day, the twins would rule the kingdom together, and they would need all the help they could get. No-one could deny that a dragon was a powerful ally!

Before that day, though, the children had much work to do. They had to train their dragon!

Monday – PLAN! Plan your writing means that you write down your ideas, it could be words, sentences - just get some ideas on paper and don't worry if it doesn't make a full story yet, that will come later in the week!

Tuesday – PRACTICE! Can you make a list of adjectives to describe the dragon? Can you make a list of verbs to say what the dragon is doing? Can you make a list of adverbs to describe how the dragon is eating? Can you now write a sentence using a verb, an adverb and at least one adjectives?

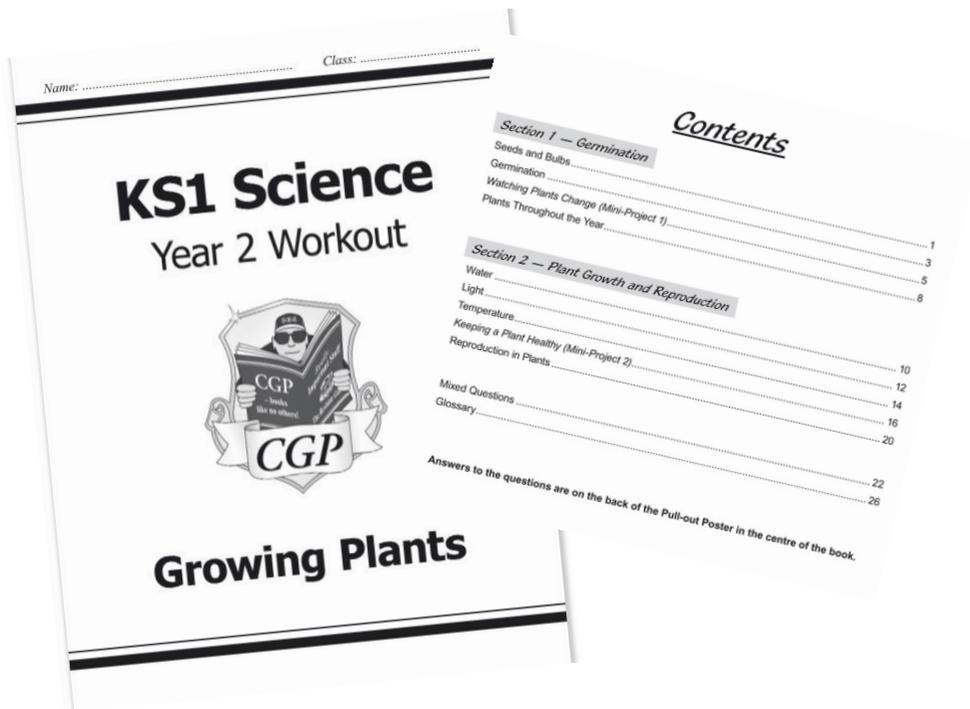
Wednesday – IMPROVE! Improve the sentences by including more imaginative words and descriptions - an adjective or expanded noun phrase, even a simile or metaphor!

Thursday – DRAFT! Write a draft of your story - what happens next to you, your brother or the dragon? Include descriptions and adjectives.

Friday – PUBLISH! Edit and improve your draft from yesterday - what else can you add and improve to make it better? Write in your best handwriting and share on Seesaw!

CGP Science

Please collect the new CGP books as soon as possible from school from 1st June!
Read and complete the pages that are listed on your child's weekly home learning timetable.
Your child may also wish to complete extra research on *curriculum vision!*
(Username: springfieldcommunity/0001, Password: jungle)



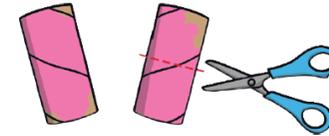
STEM Activities for the afternoon

Chose one or more of the activities below to complete in your afternoon - remember to share on Seesaw.

STEM Challenge Cards

Make the tallest tower you can which is capable of standing freely and not attached to anything.

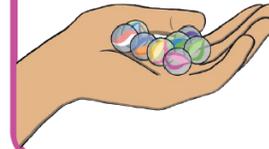
Competition - Which is the tallest tower?



STEM Challenge Cards

Make a marble roller coaster which brings a marble down from a start height of 1 metre without any drops of longer than 5 cm.

Competition - Which marble takes the longest to successfully descend 1 metre?



STEM Challenge Cards

Make a boat which floats successfully in a tank of water and can carry a cargo of at least one penny.

Competition - Which boat can carry the most pennies before it sinks?

