



Learning Activities: Year 3/4



Week Commencing: 15th June 2020

Note to Parent/Guardians: Below is a list of activities for your child to complete this week. You or your child will be able to contact me by email (ThomasJ1347@hwbcymru.net), j2message or through a learning conversation on your child's Hwb account.

All the tasks and links are set up in the Shared files and j2homework section in just2easy, Hwb. Just click the 'Go to homework' button and let me know when you have finished by clicking on 'Mark as complete'. Pupils will receive J2stars (Dojo's) for tasks completed.




Literacy	
1	<p><u>Spelling</u></p> <ul style="list-style-type: none"> Spelling Test: Ask someone in your home to test you on last week's words. Send me your result in j2 message or complete the J2spellBlast test– Just follow the instructions in J2Homework. This week's spelling words: lid doll ill talk cold help small large calm island <p>A word-search with this week's words is available in the shared file on hwb.</p>
2	<p><u>Reading lesson: The Worst Witch by Jill Murphy</u></p> <p>Using the novel <i>The Worst Witch by Jill Murphy</i>, you will summarise information, share your impressions about characters and predict what might happen next. https://www.bbc.co.uk/bitesize/articles/zik9kmn</p>
3	<p><u>Using Inverted commas to show speech</u></p> <p>Click on following link for the BBC Bitesize lessons. Worksheets are in the Shared file in j2e, Hwb. https://www.bbc.co.uk/bitesize/articles/z7s6t39 https://www.bbc.co.uk/bitesize/articles/zjm6pg8</p>
4	<p>Read one book from Active Learns Bug club; https://www.activelearnprimary.co.uk/login?c=0&l=0 Complete a book review. You can find the template in the shared files in j2e, Hwb</p>

Numeracy	
1	<p><u>Abacus Homework Revision</u></p> <p>You can find a variety of worksheets in the Shared file. Choose the level/year that best suits your ability. These can be written on using the tools in J2e. Just click 'edit' in the right hand corner.</p>
2	<p><u>Telling the time – Hints and tips for helping your child learn to tell the time</u></p> <ul style="list-style-type: none"> Draw attention to time. Mention the time at different points in the day. For example, you could say, 'it's 5 o'clock – time for tea,' or 'it's 7 o'clock – time for a bath.' Do fun activities that include measuring time: <ul style="list-style-type: none"> use a timer for baking play a board game with a sand timer use a stop watch to time a race or challenge Make sure your child is confident with numbers and counting from 1–60 as this will make telling the time easier. Practising the five times table will also be a big help. Start with analogue clocks rather than digital clocks. Focus on telling time to the hour and half hour. Put a clock in your child's bedroom. Ideally, it should have a clear hour hand and half hour hand as this will help them to understand that the short hand shows the hour and the long hand shows the minutes. Talk about what you regularly do at different times in the day. Compare and contrast weekdays and weekends, if there are differences. Use time vocabulary such as today, yesterday, now, afterwards. Let your child remind you that it's time to do something!

	Try making your own clock using the template in the Shared file j2e, Hwb. Play the online Time game - https://mathsframe.co.uk/en/resources/resource/116/telling-the-time
3	Complete two Abacus Interactive games in Active Learn. The Summer terms interactive games have now been allocated. Please email or message me if you feel you need easier/harder games.

Topic – Wild Wood

1	<p><u>Minibeasts</u> This week we will be exploring mini beasts that we find in our local environment. See the Shared file in Hwb, Wc 15.6.20 for activities and worksheets. Task; Build a bug hotel. Follow the link for a step by step guide on how to build your own multi-storey hotel https://www.rspb.org.uk/get-involved/activities/give-nature-a-home-in-your-garden/garden-activities/build-a-bug-hotel/</p> <p>Watch the RSPB you tube video here; https://www.youtube.com/watch?v=HEkzv1yFxRE</p>
2	<p><u>Mini beast Experiment - Woodlice Choice Chamber</u> Investigate the habitat that a woodlice likes to live in using a choice chamber. Get a tray with steep sides (otherwise, the woodlice escape) and put damp paper across the top half of the tray. Then cover left hand side of tray with cardboard creating 4 areas – light and dry / light and damp / dark and dry / dark and damp. Put 20 to 30 woodlice in the tray and leave for 15 to 20 minutes. Predict which area woodlice will prefer. Does the evidence agree with your prediction? Complete the Science Investigation Record sheet that is in the Shared file, J2e, Hwb.</p>
3 DCF	<p><u>Dance mat typing – Level 1</u> https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr</p> 
4 PE	<p><u>Outdoor Adventurous Activities - Map Route Art</u> Activity: Create your own route art – You will need an adult and their phone for this activity!)</p> <ul style="list-style-type: none"> • Download the OS Maps app. • Find your location using the OS Maps ‘Standard Map’ layer • Use the ‘Plot a route’ feature to plan your route. (You’ll need to walk a continuous line) • Walk/run/cycle to your start point • Use the ‘Record a route’ feature to record your route trace • If your route doesn’t trace well, try travelling slower or quicker • Take a screenshot of your completed route <p>Follow the link to the full guide. https://getoutside.ordnancesurvey.co.uk/guides/map-art/</p>

