

## YEAR 3 - HOMEWORK TIMETABLE

DAY	ACTIVITY	DAY DUE IN
MONDAY	Spellings/Times tables Spellings and sentences <u>Creative Writ</u>	On-going throughout the week Friday Friday
TUESDAY	Reading Spellings and Times tables	On-going throughout the week
WEDNESDAY	Reading Spellings and Times tables	On-going throughout the week
THURSDAY	Reading Spellings and Times tables	On-going throughout the week
FRIDAY	Maths Reading	Monday On-going throughout the week

### Reading

*At least 10 minutes three times a week with your coloured book, but preferably every nig Try to read to an adult, find a comfortable corner and enjoy your reading!*

From time to time the homework activity may change due to other class activiti

If you experience problems fulfilling this homework commitment, please chat to your child's teacher. Homework activities should take -30 minutes each night.

### ENGLISH & MATHS

Here are some of the areas we will be covering in Maths and English this term:

#### Maths

Counting, partitioning & calculating

Securing number facts

Relationships & calculatin

Understanding shape

Data Handling

#### English

Play Scripts

Skilful Authors

Lette

Story Skills

Grammar Skills



## CURRICULUM MAP

SPRING TERM 2015

YEAR 3

This leaflet has been produced to inform you of the some of the work and activities that child will be carrying out this term in Year 3.

Our topic this term is Roman Invaders. The topic web enclosed shows the areas of work to be covered across the curriculum.

### School Trips:

Butser Ancient Farm

Hooke Court (residential tri

### PE Days:

Monday— 3C, Tuesday—3E. Wednesday—3H

### Games \ Swimming Days:

Monday—3H and 3E, Tuesday—3C

Children may bring a plain tracksuit (black or blue) for outside Games during winter and a change of socks with their PE kit. PE kit is to be brought in on Monday and taken home on Friday. Please bring a plastic bag for muddy sho

### Activities and visits that may help your child at ho

Areas to research at home	Places to visit on days out or holidays
The Roman Mosaics	Visit Fishbourne Roman Palace for some real Roman mosaics
Roman Towns	Look at the Roman town names (ending in -chester and -ceister). Perhaps go and visit some!

## ENGLISH

### \* Skilful Authors

Deepen your knowledge of Roger Hargreaves, his style of writing and the way he created the Mr Men books. Learn what made him successful and what inspired him to be a writer.

### \* Story Writing Skills

Create your own Mr Men character and story in the style of Roger Hargreaves.

### \* Letters

Practise your letter writing skills whilst writing to Roger Hargreaves about his books!

## I.C.T.

### ◇ Scratch

Learn how to use the functions of this programming tool to design and move an animation (sprite).

Use the programming tool to cre-

## R.E.

### ▣ Journeys

Look back at how the earliest Christians spread their message and what Christians are still doing today throughout the world.

### ▣ Prayer

# ROMAN INVADERS

## ART and DT

### ◇ Celtic Art

To produce a Celtic painting in the style of the wall paintings seen in the roundhouse at Butser Ancient Farm.

### ◇ Roman Shields

Find out about the different patterns used on Roman Army shields and how they link to

## MUSIC

### ▣ Using Our Voices

Singing songs about the Romans, learning chants and how to warm up our voices. You will learn about pitch and phrasing within songs.

### ▣ Listening To Music

Learn to use musical vocabulary

## HISTORY

### • Introduction

How do we know about the Romans?

### • Life before the Romans

A brief look at the Celts and how their way of life was affected by the Roman invasion.

### • Invasion!

See who invaded Britain and think about why it was appealing.

### • Roman Army

What was the Roman army like? Why were they so successful?

### • Roman Artefacts

Look at some of the things Romans had.

## SCIENCE

### ◇ Light and Shadows

Learn what is a source of light as well as which materials will reflect light. Investigate the differences between transparent, translucent and opaque. Discover what shadows are and how the size of shadows