Year 3 Home Learning – Week Beginning 29th June 2020

Hello Year 3,

Here are some learning activities for you to try at home. Remember to send us your photographs for our class padlet.

Stay home, stay safe and have fun with your learning! Miss Taylor and Mrs Eades

Day	SPaG/ Reading Please remember if you need more reading books, email us and we can arrange for you.	English- The Dragon Machine by Helen Ward, illustrated by Wayne Anderson https://www.youtube.com/wa tch?v=FVw6-4ig7eo Watch on the clip on Tuesday	Maths- This week we are going to focus on division. Remember to use the bar method to help you.	Topic-Continuing with our topic of 'The Egyptians.'
Monday	Enjoy books Show an enjoyment for reading by reading a book of your choice. Aim to read for	The Dragon Machine	Dividing by 2 Draw your bar and split it into 2. $8 \div 2 = 10 \div 2 = 14 \div 2 = 18 \div 2 = 26 \div 2 = 10 $	PE Think about a sport you enjoy playing. Can you write the instructions for that game? For example: Dodgeball I. Organise players into 2

	at least 10 minutes per day. Mrs Eades and Miss Taylor would love to hear what books you are reading and enjoying.	Inference and predictions - Write and answer the following questions I. What do you think you know from the front cover? 2. What do you think the story will be about? 3. Who are / is the characters? 4. What do you think the plot will be? i.e. beginning, middle and end	32÷2= 36÷2= 40÷2= 48÷2= 50÷2= Challenge-Use the inverse to check your answers.	equal groups. 2. Set up the hall with benches. 3. Line up 5 balls along the centre line.
Tuesday	always write a book review; it would be great to hear your views on different stories.	Listen to the story, a couple of times, look back at yesterday's questions were your predictions correct? https://www.youtube.com/watch?v=FVw6-4ig7eo	Dividing by 3 Draw your bar and split it into 3. 9÷3= 12÷3= 18÷3= 21÷3= 30÷3= 36÷3= 51÷3= 48÷3= 48÷3= 45÷3= 42÷3=	Art Create an Egyptian sunset if you have the materials at home either with paints, pencils, or colouring pens.

		Challenge-Use the inverse to check your answers.	
Wednesday	Create a Story board of the story. An example story board is below: An example story board is below: An example story board is below: An example story board is formation of the self-state	Dividing by 4 Draw your bar and split it into 4. 8÷4= 12÷4= 20÷4= 28÷4= 36÷4= 32÷4= 40÷4= 48÷4= 44÷4= 52÷4= Challenge-Use the inverse to check your answers.	Make an Egyptian bracelet using Egyptian Bracelet DIY

Thursday	Write instructions using bullet points / numbers and imperative (bossy) verbs for mummification of a tomato; watch the clip for the instructions. https://www.youtube.com/watch?v=iSvPg-ONrVw I.e. I. Cut the top part of the tomato 2. Scoop out all the insides including the seeds 3. Stuff the tomato with kitchen roll	Dividing by 5 Draw your bar and split it into 5. 10÷5= 25÷5= 20÷5= 15÷5= 35÷5= 30÷5= 40÷5= 45÷5 50÷5= 60÷5= Challenge-Use the inverse to check your answers.	Follow the steps below to draw a 3d pyramid Art Follow the steps below to draw a 3d pyramid
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The Dragon Machine Written by Helen Ward

George noticed his first dragon on a wet Thursday. The more he looked the more dragons he saw! Unseen, ignored and overlooked the dragons went unnoticed...just like George.

Dragons perched on the telephone wires, they sat amongst the dustbins. They chased butterflies through the tulips. They played havoc with the cat. They sank the water lilies in the pond. George fed them delicious stale biscuits and smelly cheese. And then the trouble began.

The dragons followed George everywhere. George spent more and more of his time cleaning up muddy footprints, tidying untidiness and saying sorry for breaking things the **he** had not broken. George's dragons were becoming too troublesome to stay unnoticed for much longer. Something had to be done. George went in search of some advice.

The dragons followed George to the library. He consulted the Encyclopaedia of Dragons. There were dire warnings: never feed a dragon; never let a dragon into your home... too late. There were tragic tales of dragons discovered and captured... too sad. And there was a map of the place where dragons belonged. A great wilderness unnoticed and overlooked and safe. But George would have to show them the way.

George drew plans for a machine. The machine had a beginning, middle, and a tail end...an undercarriage, and beautiful wings. George hammered in the last nail. He packed delicious stale biscuits and smelly cheese and himself into the dragon machine.

The machine lumbered, engine ticking gently, into the night sky. And the dragons followed. The machine clicked and whirred over the sleeping town. It rattled and clunked over the moonlit fields and woods. The dragons followed. It clattered and banged and crashed into the great wilderness. The dragons followed. George was so tired he went to sleep in the wreckage of his dragon machine.

By morning, all the dragons were gone. There was emptiness all around and inside George. And an emptiness at home where George should have been.

They searched the town. They searched the fields. They ventured into the great wilderness looking for George and found him among the broken pieces of his dragon machine. George and his dreams of dragon went home.

Everyone was pleased to see George, and George was pleased to be back. He no longer went unseen, ignored and overlooked. They made him a huge cake to celebrate his return and gave him a dog as a present.

Nobody else noticed that it wasn't a dog.