



Year: 3

Week: Spring 1, Week 1 (w/c 4<sup>th</sup> January)



**Tuesday Maths skill: read and write numbers up to 1000**

**Activity:**

- children read numbers that are written for them.
- Children write numbers that are given to them.

Start with two-digit numbers and then work up to three-digit numbers

**Challenge 4 digit numbers**

**Tuesday - Literacy Skill: use adjectives and adverbs to expand simple sentences and phrases**

**Activity: *Storytelling- rewrite a famous fairytale- perhaps you could base it on a famous fairytale that has already been written but change the characters.***

- Fairy tales nearly always begin with the words Once upon a time or Long, long ago.
- They usually have a good character and an evil character.
- They might involve magic or enchantment.
- A woodland/forest or castle is usually mentioned.
- There is always a problem, that is eventually solved and the good characters live happily ever after.

***Decide on your characters. Remember you need both good and bad characters. You can draw and describe your character.***

- ***What is the character like? (personality)***
- ***What does the character look like?***

**Wednesday Maths skill: explain the value of a digit in numbers up to 1 000**

**Activity:** Write down a number and underline one of the numbers.

Children identify the value of the underlined number.

- Use two-digit numbers E.g 53= 3 units=3
- Use 3 digit numbers 345= 4 tens 40

**challenge 4 digit numbers**

**Wednesday - Literacy Skill: use visual information if relevant, e.g. labelled diagrams**

**Activity: *Plan your story- beginning, middle and end***

**Remember-** There is always a problem, that is eventually solved and the good characters live happily ever after.

***You can draw your story map or write notes.***

**Thursday's Maths skill: Multiply numbers by 10**

**Activity:**

- start with multiplying a one-digit number by 10 e.g.  $7 \times 10$
- multiply a two-digit number by 10

**Challenge multiply a three-digit number by 10**

**Thursday - Literacy Skill:** use adjectives and adverbs to expand simple sentences and phrases

**Activity:** To write the beginning of the story. Remember to use adjectives and adverbs

**Beginning-** start by introducing the setting and the main characters.

**Don't forget to include -**

**Adjectives-** describe a noun e.g. The *hairy* wolf

**Adverbs-** a word that describes a verb (doing word) e.g. He ate his breakfast *quickly*.

**Friday's Maths skill: identify odd and even numbers up to 1 000**

**Activity:** explain an even number can be divided equally by 2. Children work out if the numbers are odd or even. Sort the numbers you give them into odd and even numbers.

*Can the children see a pattern with the even numbers and odd numbers (even numbers end in 0,2,4,6,8 and odd numbers end in 1,3,5,7,9)*

**Friday - Literacy Skill:** use adjectives and adverbs to expand simple sentences and phrases

**Activity:** To write the middle and end of the story. Remember to use adjectives and adverbs

**Middle -**

- Begin to introduce the problem the main character has to overcome
- Continue to describe the setting but introduce more plot and dialogue between the characters.
- Don't forget to use adjectives and adverbs

**End -**

- *How did the main characters solve the problem?*
- *What have the main characters learnt?*
- *What are the main characters going to do now?*

## Topic

**Bucket Filling** - 4 Activities to complete.

### **New Year resolution.**

Read the New Year resolution Power Point and Complete the task at the end. Task: Make some New year resolutions on different shapes and and decorate them. Once you have done that put them somewhere to remind you of your Goals for the Year

**Kindness sentence filler** - Finish the sentence by choosing the correct word.

**Kindness Acrostic Poem** - Create your own sentences to make an acrostic Poem.

### **Imagine you could design your own dream garden.**

You will be in charge. Below is a list of key tasks that you will need to undertake before the grand opening.

- Decide upon the theme of your garden
- Decide upon the name of your garden
- Draw a plan of the garden
- Make a list of what you would have in your garden
- Make list of all the different types of flowers/plants bushes and trees you could have in your garden
- Who would be able to use your garden? Would you have events/activities happening in your garden?
- Create a poster advertising your garden- is there a cost? What days are you open? What's special about your garden?

Some ideas- maze, playground, enchanted forest, doorways to different worlds, animal sanctuary

You can use ICT devices, phones, tablets, iPads, paper, pencil etc to complete the tasks. Spread out the activities over the week. Please note you can be creative with this task in order to present