



Year 3 Autumn 1



Weekly spellings - Test on **MONDAYS**

10.9.18	17.9.18	24.9.18
Topic: Egypt pyramid desert lonely sadness beautiful Pharaoh River Nile ancient	Adverbs: quickly before after while during carefully anxiously silently	y sounds like 'i': gym Egypt mystery symbol system myth crystal oxygen
1.10.18	8.10.18	15.10.18
'sure': measure treasure pleasure 'ture' creature adventure picture capture	ou sounds like 'uh': touch double country young cousin enough encourage couple rough tough	statutory list: actual actually answer bicycle circle earth fruit island often

Homework in Year 3

Please listen to your child read at least four times a week and note any new vocabulary or comments in their reading record book. Children are responsible for changing their own reading books within their colour band.

Spellings are tested on Mondays (see separate information about Spelling Shed).

Times tables. All children must know their $x2 \div 2$ and $x5 \div 5$ tables by half term. We will work on them in class but the more practice at home, the better. The children enjoy the 'Hit the Button' game and there are lots of apps available.

As part of our exciting topic we would like to create our own 'Museum of Ancient Egypt' in Class 3. Your project is to design and make your own Egyptian artefact or object for our museum. This could be anything from a mummified action man, a pyramid, decorative mask, model of the Nile or piece of jewellery. A lovely range of artefacts enable us to fill our class museum with interesting 'exhibits' for everyone to enjoy. Please bring in your artefacts before half term.

Please complete the artefact project (above) plus any two other homework tasks from the options below:

Create a powerpoint to tell the class all about something that you are interested in. This could be Minecraft or horses etc. This can be emailed in to the office.





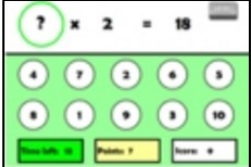


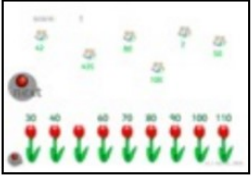


Swap 30 minutes of screen time and play a board game with someone or help out at home.

Write a match report for a game you have played in.

Find out about a science investigation we could do in class. You could bring in the materials and show us what to do.

Make up a quiz about Ancient Egypt for us to try in class.



				
<p>Hit the Button Interactive (Gordons)</p>	<p>Times Table Shoot 'Em Up (mathematics.com.au)</p>	<p>Math Magician Multiplication (Oswego Schools)</p>	<p>Multiplication Rapid Recall (Mathsframe)</p>	<p>Number Facts Beat the Clock (Mathsframe)</p>
				
<p>Advanced Skip Counting (Sheppard Software)</p>	<p>Beam Me Up Multiply (TES i-Board)</p>	<p>Fairies in the Fog 2s (from ictgames.com)</p>	<p>Fishy 2s (from ictgames.com)</p>	<p>Spooky Sequences 2s (from Oswego)</p>