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| **Compulsory (complete by 11/12/24)** |  | **Experience** |
| Create a presentation to show what you have learnt in our topic ‘How Humans Work’. It could be a poster, a model or even a PowerPoint! We will be sharing our work with the rest of the class.  Challenge: Research a fact that you don’t know and add it to your presentation. |  | **WALT: Explore different phases of the moon**  We want you to explore the Moon! Every night for a week draw a picture of the Moon. How does the moon change? Why might this be?  Challenge: Can you find out what the different phases are called? |
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| **English**  **WALT: use a range of descriptive techniques**  Write a character description of a character of your choice from a book you have read. For example Leon, Greta or A Pebble in my Pocket.  Use exciting adjectives  Use a simile  Use 2 or more examples of figurative language |  | **English**  **WALT: use the features of a newspaper article**  Write a newspaper article to tell us about your weekend. Remember to include a headline, picture, caption and the main story itself.  Write in past tense  Use time conjunctions  Use fronted adverbials |
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| **Maths**  **WALT: use our understanding of the 8 times table** |  | **Maths**  **WALT: draw 2D shapes accurately** |
| Create a game using your knowledge of the 8 times table.  It could include a game board, quiz cards, counters/game pieces and rules. |  | Use 2 or 3 2D shapes to create a pattern. Make your design is bright and colourful and remember to use a ruler to draw your shapes accurately. |
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| **Science**  **WALT: represent information clearly**  Draw an accurate representation of a circuit, it must include a battery, switch, wires and a bulb.  Challenge: Include an explanation of what the components do. |  | **PSHE**  **WALT: understand how to be a good friend**  Create a recipe for a ‘Good Friend.’ You could record this as a poem or you could design a poster and include pictures too!  For example: a pinch of kindness, a teaspoon of humour, a dollop of friendliness. |
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| **Computing**  **WALT: apply programming skills**    Log into the Scratch account. Complete the project marked Year 3 homework.  Can you give the character movement?  Can you add another Sprite to move around?  Can you add code to the backdrop to switch to another level once complete?  Challenge: Can you use variables to create a scoring system? |  | **Art**  **WALT: practise our drawing skills**    **How do we show movement in art?**  Research artists who have captured movement in their work using Google. You can draw movement in people or things for example ‘**The Starry Night’ by Vincent Van Gogh** shows movement in the sky with the swirls, try different ways to show this on paper. |
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