

Year 3 Homework Menu Autumn 2



Compulsory (complete by 3/12/25)

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! It is up to you how you want to present your work. 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

Completed on:

English

WALT: use a range of descriptive techniques

Use exciting adjectives

Use a simile

Use 2 or more figurative language techniques

Write a character description of a character of your choice from a book you've recently read. For example: Leon, A Pebble in my pocket or Greta and the Giants.

Completed on:

Maths

WALT: use our understanding of the 8 times table

Create a game using your knowledge of the 8 times table.

It could include a game board, quiz cards, counters/game pieces and rules.

Completed on:

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.

Completed on:

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?

Completed on:

Experience

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?

Completed on:

English

WALT: use the features of a newspaper article

Write in past tense
Use time conjunctions
Use fronted adverbials

Write a newspaper article to tell us about your weekend. Remember to include a headline, picture, caption and the main story itself.

Completed on:

Maths

WALT: draw 2D shapes accurately

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.



Completed on:

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.

Completed on:

Art

WALT: practise our drawing skills.

How do we show movement in art?

Research artists who have captured movement in their work using Google. How have they created the movement using basic drawing skills? 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.

Completed on: