




Subject	Activity	Resources/Links	House Points
Maths	<b>Starter board:</b> Answer the questions using a written method (10 mins)	<a href="#">Click here to view today's Starter Board and answers</a>  <a href="#">Click here to find helpful video tutorials if you're struggling with today's questions</a>  <a href="#">Click here to view the school calculation progression to help you if needed</a>	15
	<b>Turbo Maths:</b> <a href="#">Click here for a burst of Turbo Maths fun!</a>	<a href="#">Click here for a burst of Turbo Maths fun!</a>	5
	<b>Task: Equivalent Lengths (MM and CM)</b> <a href="#">Click here to find a helpful video on today's learning - look for the video with the same title as the task</a>  Watch the video guidance to support you as you work through the lesson using the <b>activities</b> which can be found beside the video on the right-hand side.  <b>Tip:</b> Pause the video while you work so you don't miss the next part! You can also play the video more than once and rewind it if you miss part or want to hear a small part multiple times until you fully understand.  <b>Go the extra mile by reasoning at least 3 of your answers!</b>	<b>Video: <a href="#">Equivalent Lengths (MM and CM)</a></b>   <a href="#">Click here to view slides from today's video</a>  <a href="#">Click here to view today's activity</a>  <a href="#">Click here to view today's answers</a>  <a href="#">Click here to view our support for Maths at home if you need some help.</a>  <a href="#">Click here for a selection of useful websites and links for Maths.</a>	20



# Chesswood Junior School – Daily Learning – Year 3 – 23.02.21



	<b>Reasoning:</b> Fancy an extra challenge? Try these reasoning challenges!	<a href="#">Click here for today's reasoning activity</a>	10
	<b>IXL: Year 3:</b> S.7 Measure using a ruler, S.8 Which metric unit of length is appropriate? S.9 Metric units of length: word problems <b>Please make sure you have logged in before you start attempting tasks!</b> <b>If you are stuck please try Year 2: R.1</b> Long and short, <b>R.2</b> Tall and short, <b>R.6</b> Measure using objects, <b>R.8</b> Measure using a centimetre ruler <b>If you are really stuck, please try Year 1: U.1</b> Long and short, <b>U.2</b> Tall and short, <b>U.3</b> Wide and narrow, <b>U.5</b> Holds more or less, <b>U.7</b> Measure using objects	<a href="#">Click here to visit Year 3 IXL</a>  <a href="#">Click here to visit Year 2 IXL</a>  <a href="#">Click here to visit Year 1 IXL</a>	10
	<b>Numbots:</b> If your teacher has told you to play Numbots, please play Numbots for 10 minutes. <b>Please make sure you have logged in before you start attempting tasks!</b>	<a href="#">Click here to visit the Numbots website</a>	10
	<b>TT Rock Stars:</b> Play <b>Garage</b> ten times: <i>Can you keep your accuracy above 90% while answering questions as quickly as you can?</i> <b>Please make sure you have logged in before you start attempting tasks!</b>	<a href="#">Click here to visit the TT Rock Stars website</a>	10
<b>Reading</b>	<b>Reading for pleasure:</b> Read your reading book for <b>30 minutes</b> . Take the AR quiz when finished – remember to look back in the book to help you!	<a href="#">Click here to visit the AR website so you take your quiz!</a>	20
<b>Writing</b>	<b>Nasty writing:</b> Varied Sentence Starters	<a href="#">Nasty Writing Activities</a>  <a href="#">Click here to watch a video of today's task.</a>	10
	<b>Weekly Task:</b> (45 mins daily) Today we will be learning to form a balanced argument. Watch the video clip provided to explain what one is and how to begin to start one. We will put this information onto a planning sheet to build a for and against argument and complete by providing an explain for each.	<a href="#">Lesson Slides</a>  <a href="#">Click here to watch a video of today's task.</a>  <a href="#">How to write a balanced argument</a>  <a href="#">Activity: For and Against planning sheet to complete</a>	20
	<b>Turbo SPAG: First and Third Person</b> <b>Watch the videos and complete at least activity one</b> , feel free to complete more activities (further down the page) if you have time!	<a href="#">Turbo Spag Task</a>	10
	<b>Handwriting:</b> Write your spelling words out 3-5 times each in your neatest, joined up handwriting. Focus on using leading in strokes, the size of your letters with your ascenders being taller than the lowercase letters and descenders going underneath the line. (10 mins)	<a href="#">Additional handwriting support resources</a>	10



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**Spellings:** (15 mins) Choose the same two levels as you were practicing last week.

Use **Look, Say, Cover, Write, Check** to practise your spellings.

**Test: 02/03/21**

• Practice spellings using a method I use in class. <i>Tick once I can spell a word.</i>							
Bronze		Silver		Gold		Platinum	
group	Tick	proud	Tick	crystal	Tick	cousin	Tick
tough	Tick	mould	Tick	typical	Tick	lyric	Tick
touch	Tick	system	Tick	hymn	Tick	pyramid	Tick
myth	Tick	Egypt	Tick	courage	Tick	symbol	Tick
gym	Tick	mystery	Tick	country	Tick	enough	Tick
young	Tick	double	Tick	touch	Tick	trouble	Tick

High Frequency
time
it
her
them
Mr.
I'm

[Additional spelling support resources](#)

[LSCWC Bronze and Silver](#)

[LSCWC Silver and Gold](#)

[LSCWC Gold and Platinum](#)

[LSCWC High Frequency](#)

15

**IXL:** Year 3 English – Focus on **M.3, M.4, M.5**

If you have completed these already master 3 new skills that you have not yet completed.

(15 mins)

**Please make sure you have logged in before you start attempting tasks!**

[Click here to visit the English IXL website.](#)

10

**PSHE**

Watch **Newsround** to keep up with current affairs. (5 mins)

[Click here to view the latest Newsround.](#)

10

**French**

Log in to practice on Duolingo. Try to earn 10 XP today. Lots of house points to be earned for super French language learning.

**Please make sure you have logged in before you start attempting tasks!**

(10 mins)

[Click here to visit the Duolingo website for schools.](#)

10

**Science**

*This lesson will be on Thursday – ASSESSED PIECE OF WORK*



# Chesswood Junior School – Daily Learning – Year 3 – 23.02.21



RE	<i>RE will commence from Week 10</i>		
DT	<i>This lesson will be on Thursday</i>		
Geography	<p><b>ASSESSED PIECE OF WORK</b></p> <p>Today we start a new topic 'We are Air Quality Officers.' We will need to recap some knowledge from the previous Town Planning topic before learning all about what this job role covers. The Knowledge Organiser will be an invaluable tool for you to read and refer to as we progress through the weeks, however we start with looking at What is Pollution? What Causes Pollution? And How does this affect us?</p> <p>Your assessed piece of work will pull this knowledge together with the creation of a poster showing which settlement has the greatest problems with pollution and what the causes of this are.</p> <p>Please send your completed posters to your class teacher.</p>	<p><a href="#">Lesson Slides</a></p> <p><a href="#">Click here to watch a video of today's task.</a></p> <p><a href="#">Knowledge Organiser – We are Air Quality Monitoring Officers</a></p> <p><a href="#">What is a settlement?</a></p> <p><a href="#">The role of an Air Quality Manager</a></p> <p><a href="#">What is Pollution?</a></p>	20
PE	<p>There are new county wide challenges for all children to compete. There are 4 challenges a week to take part in. The deadline for submitting your highest score is midday on Friday each week. The activities are available here:</p> <p><a href="https://www.activesussex.org/virtual/">https://www.activesussex.org/virtual/</a></p>	<p><a href="#">Click here to view the PE Support at Home page – this has lots of other tips for PE activities at home.</a></p> <p><a href="#">Click here to view PE knowledge organisers.</a></p>	20
Music	<i>This lesson will be on Wednesday.</i>		
Computing	<p><b>This week, we will be using code to go on a Minecraft adventure!</b></p> <p>You will need to plan your algorithm (instructions) for your character (sprite) before testing them inside a computer program.</p> <p>Step one – read the problem that needs solving.  Step two – tell me what you want to happen in the program  Step three – Write instructions for the agent  Step four – write instructions for Steve.  Step five – login to Minecraft coding and test your code.</p>	<p><a href="#">Plan an algorithm activity</a></p> <p><a href="#">Click here for Minecraft coding</a></p>	20



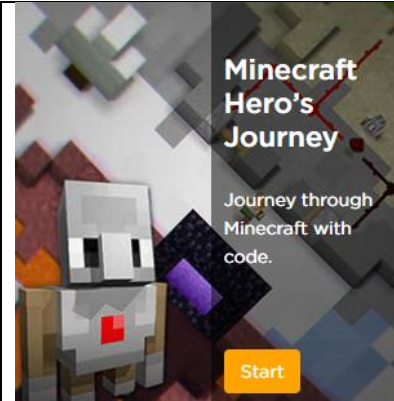
# Chesswood Junior School – Daily Learning – Year 3 – 23.02.21



Step six – debug any problems you may find.

Use the knowledge organiser to help you plan and debug your algorithms.

[Click here to start coding with Minecraft](#)



[Click here for 'We Are Programmers' knowledge organiser](#)

Keep track of the house points you earn each day, collect and record these yourselves, we trust you to be honest!

Remember to let your teachers know what you have done – email photos or videos.