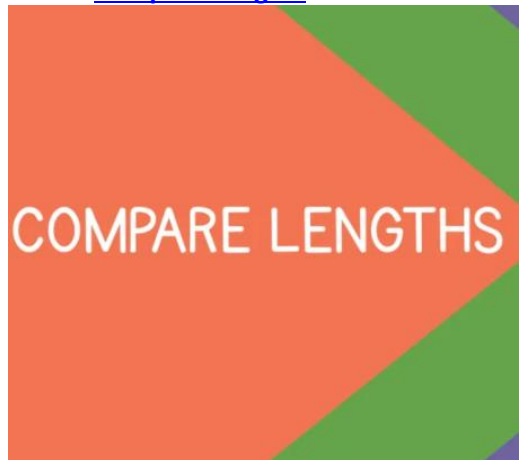




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Subject	Activity	Resources/Links	House Points
Maths	Starter board: Answer the questions using a written method (10 mins)	Click here to view today's Starter Board and answers Click here to find helpful video tutorials if you're struggling with today's questions Click here to view the school calculation progression to help you if needed	15
	Turbo Maths: Click here for a burst of Turbo Maths fun!	Click here for a burst of Turbo Maths fun!	5
	Task: Compare Lengths Click here to find a helpful video on today's learning - look for the video with the same title as the task <p>Watch the video guidance to support you as you work through the lesson using the activities which can be found beside the video on the right-hand side.</p> <p>Tip: 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.</p> <p>Go the extra mile by reasoning at least 3 of your answers!</p>	Video: Compare Lengths  Click here for feedback from Monday's Maths Assessment Click here to view slides from today's video Click here to view today's activity Click here to view today's answers Click here to view our support for Maths at home if you need some help. Click here for a selection of useful websites and links for Maths.	20



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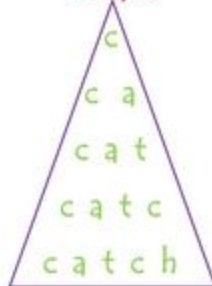


	Reasoning: Fancy an extra challenge? Try these reasoning challenges!	Click here for today's reasoning activity	10
	IXL: Year 3: S.7 Measure using a ruler, S.8 Which metric unit of length is appropriate? S.9 Metric units of length: word problems Please make sure you have logged in before you start attempting tasks! If you are stuck please try Year 2: R.1 Long and short, R.2 Tall and short, R.6 Measure using objects, R.8 Measure using a centimetre ruler If you are really stuck, please try Year 1: U.1 Long and short, U.2 Tall and short, U.3 Wide and narrow, U.5 Holds more or less, U.7 Measure using objects	Click here to visit Year 3 IXL Click here to visit Year 2 IXL Click here to visit Year 1 IXL	10
	Numbots: If your teacher has told you to play Numbots, please play Numbots for 10 minutes. Please make sure you have logged in before you start attempting tasks!	Click here to visit the Numbots website	10
	TT Rock Stars: Play Garage ten times: <i>Focus on the times tables that have been chosen for you to focus on by your teacher – if you're finding the questions too hard or too easy, contact your teacher and they will help sort this for you.</i> Please make sure you have logged in before you start attempting tasks!	Click here to visit the TT Rock Stars website	10
Reading	Reading for pleasure: Read your reading book for 30 minutes . Take the AR quiz when finished – remember to look back in the book to help you!	Click here to visit the AR website so you take your quiz!	20
	Explore the Meaning of Words in context. Today we will be looking at some of the United Nations Convention on the Rights of the Child. We will look at a few of the Articles written specifically to protect children ensure that we know what is meant by the words used and decide why the Right is important to you.	Lesson Slides Child Friendly UN Statements Reading Task	20
Writing	Nasty writing: Conjunctions	Nasty Writing Activities Click here to watch a video of today's task.	10
	ASSESSED PIECE OF WORK Weekly Task: (45 mins daily) Today we are learning to use persuasive language to write a balanced argument about homeschooling. We will look at how you choose and form your for and against arguments before writing one of our own paragraphs on a point raised.	Lesson Slides Click here to watch a video of today's task. Persuasive Writing Word Mats	20



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	<p>Please send your finished written paragraph to your teacher.</p> <p>3HG – ngilbert@chesswood.w-sussex.sch.uk 3ML – mlucas@chesswood.w-sussex.sch.uk 3LB – lbagnall@chesswood.w-sussex.sch.uk 3PB – pbarnard@chesswood.w-sussex.sch.uk 3DH – dharney@chesswood.w-sussex.sch.uk</p>	<p>For and Against planning sheet with arguments completed (for reference)</p>																																																																	
	<p>Turbo SPAG: What are coordinating conjunctions? Watch the videos and complete at least activity one, feel free to complete more activities (further down the page) if you have time!</p>	<p>Turbo Spag Task</p>	10																																																																
	<p>Handwriting: 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)</p>	<p>Additional handwriting support resources</p>	10																																																																
	<p>Spellings: (15 mins) Choose the same two levels as you were practicing last week. Use Pyramid to practise your spellings.</p> <p>Test: 02/03/21</p> <table><tr><td colspan="8">• Practice spellings using a method I use in class. Tick once I can spell a word.</td></tr><tr><td colspan="2">Bronze</td><td colspan="2">Silver</td><td colspan="2">Gold</td><td colspan="2">Platinum</td></tr><tr><td>group</td><td>Tick</td><td>proud</td><td>Tick</td><td>crystal</td><td>Tick</td><td>cousin</td><td>Tick</td></tr><tr><td>tough</td><td>Tick</td><td>mould</td><td>Tick</td><td>typical</td><td>Tick</td><td>lyric</td><td>Tick</td></tr><tr><td>touch</td><td>Tick</td><td>system</td><td>Tick</td><td>hymn</td><td>Tick</td><td>pyramid</td><td>Tick</td></tr><tr><td>myth</td><td>Tick</td><td>Egypt</td><td>Tick</td><td>courage</td><td>Tick</td><td>symbol</td><td>Tick</td></tr><tr><td>gym</td><td>Tick</td><td>mystery</td><td>Tick</td><td>country</td><td>Tick</td><td>enough</td><td>Tick</td></tr><tr><td>young</td><td>Tick</td><td>double</td><td>Tick</td><td>touch</td><td>Tick</td><td>trouble</td><td>Tick</td></tr></table>	• Practice spellings using a method I use in class. Tick once I can spell a word.								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	<p>Additional spelling support resources</p> <p>Example:</p> 	15
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High Frequency											
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	<p>IXL: Year 3 English – Focus on A.1, A.2 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!</p>	<p>Click here to visit the English IXL website.</p>	10								
PSHE	Watch Newsround to keep up with current affairs. (5 mins)	<p>Click here to view the latest Newsround.</p>	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)	<p>Click here to visit the Duolingo website for schools.</p>	10								
Science	<i>This lesson will be on Thursday – ASSESSED PIECE OF WORK</i>										
RE	<i>RE will commence from Week 10</i>										



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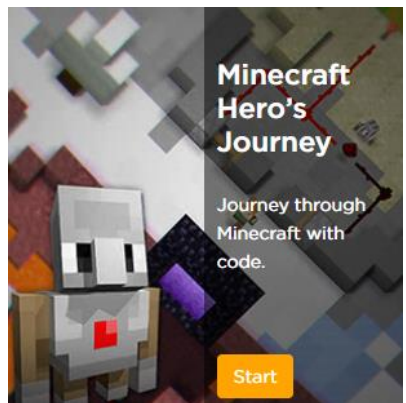


DT	<i>This lesson will be on Thursday</i>		
Geography	<i>This lesson was on Tuesday</i>		
PE	<p>10:55-11:30am – check on Teams for your invite – Exercise session with Mr Quick and Mr Haggart.</p> <p>For our sessions you will need the following:</p> <ul style="list-style-type: none">• A rolled-up pair of socks or a small ball (tennis ball)• A cushion or larger ball (such as a football/netball/rugby/basketball)• 2 x tins of food or small hand weights <p>(If you haven't got any of the above handy don't worry - just join in anyway!) and</p> <p>Some space - it doesn't need to be a big space about 2 or 3m long and wide enough to move your arms and legs about.</p> <p>Some of the activities will be fitness-based and others will be around co-ordination and skill.</p> <p>The action will start at 11am but we want you to be ready at 10:55 so we can say hello to you all.</p> <p>There are new county wide challenges for all children to compete. There are 4 challenges a week to take part in. These are available here: https://www.activesussex.org/virtual/</p>	<p>Click here to view the PE Support at Home page – this has lots of other tips for PE activities at home.</p> <p>Click here to view PE knowledge organisers.</p> <p>You have been sent a Teams invite for the event – accept the Teams invite to take part in the live PE session.</p> <p>Click here for a taster!</p>	20
Music	<p>Have a read of the Knowledge Organiser about a really famous composer called Ludwig Van Beethoven. He was writing music 250 years ago – and we still talk about him. In fact, I'll be surprised if you haven't heard of him. Here are 5 questions I'd like you to answer for me. Answers are on the Knowledge Organiser.</p> <ol style="list-style-type: none">1. Where was Beethoven born?2. How many symphonies did he write?3. Which symphony is nicknamed the Victory Symphony?4. Which symphony describes the countryside?5. True or false: Beethoven went blind.	<p>Click here to view the Beethoven Knowledge Organiser</p> <p>Click here to download the Beethoven activities</p>	20



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	<p>Now have a listen to Symphony Number 6. It is my absolute favourite. A symphony is a piece of music for a big orchestra to play. It is divided into sections called movements like chapters in a story book. Symphony Number 6 has 5 movements. Each movement has a title. I love to listen to Movement 4 and Movement 5. Movement 4 is about a terrible storm which interrupts a party some villagers are having. They have to rush off and hide from the rain. You can hear the thunder in the background. Movement 5 is the calm after the storm. It's so beautiful. You can almost hear the sun popping his head out from behind the clouds and the birds singing again. Have a listen to movement 4 and 5. Why don't you listen and draw me a picture of what you imagine might be happening.</p> <p>https://www.youtube.com/watch?v=hiCjD5bXXQ – Movement 4 and 5</p>		
Computing	<p>This week, we will be using code to go on a Minecraft adventure!</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. Step six – debug any problems you may find.</p> <p>Use the knowledge organiser to help you plan and debug your algorithms.</p> <p>Click here to start coding with Minecraft</p>	<p>Plan an algorithm activity</p> <p>Click here for Minecraft coding</p>  <p>Click here for 'We Are Programmers' knowledge organiser</p>	20

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.