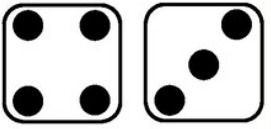
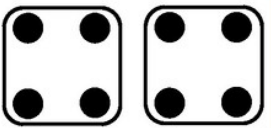




Year 3 at home learning plan- Term 3 - Wk 4/5

	Friday-6/8	Monday-9/8	Tuesday-10/8	Wednesday-11/8	Thursday-12/8	
Morning	Daily Wellbeing Activity Go for a walk around your backyard and make a list of all the things you can see and hear.	English Spelling: 1. Write your spelling list out once. This week our spelling is based on contractions - a shortened version of two words. The apostrophe fills the space of the missing letters. 2. Write out the full version of your spelling words, ie isn't - is not	English Spelling: 1. Write your spelling list out once. 2. Using coloured pencils, write out your words in rainbow colours.	Daily Wellbeing Activity Read some of your favourite book. Read it to yourself or to a family member.	English Spelling: 1. Quiz: Have your parent/carer quiz you on your spelling words. 2. Write out any words you spelt wrong 3 times correctly.	
	English Spelling: Use these words to complete activities for the week. <table><tr><td>laziest bakery danger native waste famous</td><td></td></tr></table> 1. Write your words out once. 2. Write five of your words into a sentence. Make sure your	laziest bakery danger native waste famous		Reading Read <i>The Seekers</i> and answer the following questions in your notebook: 1. What is the author's name? Do you know any other texts by this author?	Reading: Choose a book from home, the library or an online book on Epic. Answer the following questions in your workbook. 1. Who is the author? 2. Is this book an imaginative, persuasive or informative text? 3. What is the purpose of the book? Why was it written? 4. Who do you think this	English Spelling: 1. Write your spelling list out once. 2. Using two coloured pencils. Use one colour to write your vowels and the other to write consonants. Reading: Continue reading your text from Monday and answer the following questions. 1. Who are the main characters in the story? 2. Briefly describe the
laziest bakery danger native waste famous						

	<p>sentences make sense.</p> <p><u>Reading</u> Read <i>Smart Doggy</i> (see below) and answer the following questions in your notebook:</p> <p>1.What was Robert Moodie's dog's name?</p> <p>2.What do you think the word <i>waded</i> means? Look the word up in a dictionary and write down the correct meaning..</p> <p>3.What animal attacked Mr Moodie in the water?</p> <p><u>Writing:</u> Write a persuasive text on 'Students should wear school uniform'. Plan your writing, decide what your arguments are going to be and write your text in your workbook. Have an adult/carer help you edit your work in another colour when you are finished.</p>	<p>2.What do you think the word <i>vain</i> means? Why do you think the author has chosen this word?</p> <p>3.What do you think the author meant by <i>mortal view</i>?</p> <p><u>Writing:</u> Imagine you had one million dollars. What would you do with it? Would you buy things or help people? How did you get the million dollars? Write a text about the day you had one million dollars. Read your story aloud to someone in your house when you are finished.</p>	<p>book is written for? ie children, adults, etc.</p> <p>5.What is your favourite part of the book? Why?</p> <p><u>Writing:</u> Plan an imaginative text using the opening: <i>It was a perfect hot summer day to spend at the beach. That was until...</i></p> <p>1.Start by writing down what you can see, hear, smell, taste and feel. This will help describe your setting.</p> <p>2.Write down the names of your characters in your story and some adjectives to describe them, ie miserable, happy, beautiful. This will help you describe your characters.</p> <p>3.Plan your problem and the solution to your problem.</p> <p>4.Now write an imaginative text using the ideas from your planning.</p>	<p>main characters. What do they look like? What do they like/dislike? etc.</p> <p>2.Draw a picture of the main characters based on the description given by the author.</p> <p><u>Writing:</u> The world's largest theme park just opened. Be a reporter and describe the theme park in a report. Have an adult/carer help you edit your work in another colour when you are finished.</p>	<p>to number your list. Read your list aloud to a family member for feedback. Add any new information.</p>
Break	Break	Break	Break	Break	Break


<p>Middle</p>	<p>Mathematics <u>Number Warm Up:</u> Does $23 + 17 = 48 - 8$? Write down how you worked out this problem.</p> <p><u>Addition and Subtraction Salute</u> Create paper cards writing numbers 1 to 10.</p> <p>The game starts with the two players facing each other. Each person chooses a numbered card and sticks it on their forehead, so the other player can see.</p> <p>The person leading the game gives a question, such as $_ + _ =$, $_ \times _ =$, $_ - _ =$</p> <p>Each player has to work out what number is on their own card, based on what question is given to them by the other person.</p> <p><u>Measurement:</u> Step out the perimeter of</p>	<p>Daily Wellbeing Activity Mindful Meditation- put on some relaxing music and lay still on the floor for the length of the song.</p> <p>Mathematics <u>Number Warm Up:</u></p>   <p>How would you find the total? Write in your maths book different ways you can add the dice together.</p> <p><u>Addition and Subtraction</u> Using an old catalogue, create a shopping list. Calculate the total cost of all the items.</p> <p><u>Statistics:</u></p>	<p>Mathematics <u>Number Warm Up:</u> What do you know about the number 6302? Write down as many things as you can.</p> <p><u>Multiplication:</u> Create a bingo board using your 2, 3, 5 and 10 times tables. Have your parents read out question cards and if you have the answer on your board, cross out the answer.</p> <p><u>Addition</u> <u>Flip 4 and add</u> The first player flips 4 cards to make two 2-digit numbers and adds these together. The next player also flips 4 cards and adds the two 2-digit numbers together. The player with the largest number gets a point. The player with the most points wins. You can choose the</p>	<p>Mathematics <u>Number Warm Up:</u></p>  <p>How many piggy banks are missing from the middle? How do you know?</p> <p><u>Area:</u> Using cm grid paper provided. Write students name in block letters and count how many squares have been used.</p> <p><u>Addition and Subtraction:</u> Think of a 2-digit number e.g. 35. Players take turns to turn over a card. If the card is black it is added to the number (35). If the card is red, the number of the card is subtracted from the number. Play continues by adding</p>	<p>Mathematics <u>Number Warm Up:</u></p>  <p>Which one does not belong? Explain your thinking.</p> <p><u>Whole Number Up and Down</u> A deck of cards 1 -10 Each player is dealt four cards face up. The remaining cards are placed in a pack in the centre. The aim of the game is to be the first player to arrange the cards in ascending or descending order. Starting with play to the dealer's left, each player takes turns to exchange cards from the pack or discard pile to</p>
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	<p>3 rooms in your house. Write down the name of the room and how many steps. Order the rooms from biggest to smallest</p> <p><u>Optional Activity</u> Maths Puzzle Slide 3 - Google Classroom</p>	<p>Predict how many times a coin would land on heads or tails when flipped 20 times. Flip a coin 20 times and compare your results.</p> <p><u>Optional Activity</u> Mathletics Maths Prodigy - Google Classroom Maths Puzzles</p>	<p>points limit.</p> <p><u>Optional Activity</u> Mathletics Maths Prodigy - Google Classroom Maths Puzzles</p>	<p>or subtracting the card turned over from your total. The player with the highest number at the end of the game is the winner.</p> <p><u>Optional Activity</u> Mathletics Maths Prodigy - Google Classroom Maths Puzzles</p>	<p>arrange their four cards in order. The first player to arrange his/her cards in order is the winner of that round and receives a point. The first player to accumulate five points is the winner of the game.</p> <p><u>Optional Activity</u> Mathletics Maths Prodigy - Google Classroom Maths Puzzles</p>
Break	Break	Break	Break	Break	Break
Afternoon (Optional)	<p>Creative arts Create a model of a monster using playdough and objects from around the house. Try using different techniques to create your model, such as</p>	<p>Science and technology Record the weather each day recording the day of the week, the temperature, the weather.</p>	<p>Daily Wellbeing Activity Using an electronic device (ipad, computer, phone, tablet etc) complete a cosmic kids yoga video.</p> <p>Geography Choose a place in your</p>	<p>STEM Find out about the wings of different birds and other flying animals, ie a bat. Plan your design by drawing a diagram and labelling your design. Collect some paper/card</p>	<p>Daily Wellbeing Activity What is something you have enjoyed about being at home and doing your learning activities? Answer the question in your book or on paper.</p> <p>PDHPE</p>

	stamping, using poke-ins, rolling and using different shapes.	Go into your backyard/front yard, make a list of all of the things that you can see that make up the Earth's surface and describe them e.g. grass- the grass is green, feels wet, soft, itchy, smells fresh, etc.	local area such as our school, a park or a sporting complex. Create a poster explaining: <ol style="list-style-type: none"> 1. Where this place is located. 2. Why people would visit this place. 3. How people could access this place. 4. Different factors that affect people from accessing this place. 	and tape. Create the plane to look like your design. Does it fly? Explain to someone why you chose this design.	<p><u>PE:</u> 30 seconds jogging on the spot 30 seconds hopping on the spot (alternate legs) 20 arm circles 20 step up and down a step Repeat</p> <p><u>PDH:</u> What do we do everyday to stay healthy? Examples might include brush our teeth, eat healthy foods, exercise, wear a hat outdoors. Create a collage from old newspapers and magazines showing different ways people stay healthy.</p>
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Friday-13/8

Morning	<p>Daily Wellbeing Activity Put on some calming music and do some colouring in or drawing</p> <p>English <u>Spelling:</u> Use these words to complete activities.</p> <table><tr><td>lasting after father basket grass pass</td><td></td></tr></table> <p>1. Write your words out once. 2. Write five of your words into a sentence. Make sure your sentences make sense.</p> <p><u>Reading:</u> Choose a book from home, the library or an online book on Epic. Answer the following questions in your workbook. 1. Looking at the title and front cover, make a prediction about the</p>	lasting after father basket grass pass					
lasting after father basket grass pass							

	<p>text. Whilst reading, check your prediction and alter it if needed.</p> <p>2.Change the ending of your story. Illustrate after you have written it down.</p> <p><u>Writing:</u> Write a story about the picture prompt below:</p> 				
Break	Break				
Middle	<p>Mathematics</p> <p><u>Number</u> Complete the attached Maths Mentals page Day 1</p> <p><u>Addition:</u> Race to 100. Using either a dice or pieces of paper</p>				

	<p>numbered 1-6. Player 1 turns over a numbered card or rolls dice and each time adds their answer to their number. For example, Player 1 first rolls a 4 and their next turn they roll a 2, their total will now be 6. Play by alternating turns and until someone reaches exactly 100 without going over.</p> <p><u>Optional Activity</u> Mathletics Maths Prodigy - Google Classroom Maths Puzzles</p>				
Break	Break				
Afternoon (Optional)	<p>Creative arts Choose a simple story to read then create a short play using the storyline of your chosen book. Perform your play for your family. Use costumes and props</p>				

	from around the house for added fun.				
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Mental Maths #1

Date: _____

1. $2 + 3 =$ _____
2. $6 + 1 =$ _____
3. $8 - 2 =$ _____
4. $7 + 3 =$ _____
5. $8 + 0 =$ _____
6. $6 - 3 =$ _____
7. $9 - 5 =$ _____
8. $8 + 4 =$ _____
9. $8 - 6 =$ _____
10. $9 + 8 =$ _____
11. $5 + 7 =$ _____
12. $9 - 2 =$ _____

Total: _____



Mental Maths #2

Date: _____

1. $5 + 6 =$ _____
2. $8 - 3 =$ _____
3. $7 + \square = 11$ _____
4. $2 - 1 =$ _____
5. $5 + 3 = 3 + \square$ _____
6. $4 - 0 =$ _____
7. $\square + 2 = 7$ _____
8. $8 - 4 =$ _____
9. $9 - 5 =$ _____
10. $9 - 4 =$ _____
11. $4 + \square = 9$ _____
12. $7 + 6 =$ _____

Total: _____



Mental Maths #3

Date: _____

1. $7 + 4 = 4 + \square$ _____
2. $11 - 4 =$ _____
3. $3 + 0 =$ _____
4. $8 + 8 =$ _____
5. $5 - 3 =$ _____
6. $7 - 3 =$ _____
7. $9 + 5 =$ _____
8. $6 + \square = 13$ _____
9. $6 - 4 =$ _____
10. $6 - \square = 4$ _____
11. $2 + 4 =$ _____
12. $5 + 5 =$ _____

Total: _____



Mental Maths #4

Date: _____

1. $7 + 7 =$ _____
2. $8 - 6 =$ _____
3. $9 - \square = 6$ _____
4. $4 + 8 =$ _____
5. $9 + 6 =$ _____
6. $5 - 4 =$ _____
7. $6 - 0 =$ _____
8. $2 + 5 =$ _____
9. $1 + 9 = 9 + \square$ _____
10. $0 + \square = 8$ _____
11. $4 + 4 =$ _____
12. $7 + 2 =$ _____

Total: _____



Mental Maths #5

Date: _____

1. $\square - 6 = 6$ _____
2. $9 + 9 =$ _____
3. $7 + 8 =$ _____
4. $6 - 1 =$ _____
5. $3 - 2 =$ _____
6. $8 + \square = 17$ _____
7. $6 + 6 =$ _____
8. $7 - 4 =$ _____
9. $8 + 6 =$ _____
10. $5 + \square = 8$ _____
11. $8 - 5 =$ _____
12. $8 - \square = 5$ _____

Total: _____

CHALLENGE:

Add nine, twenty-three and thirty-eight.

CHALLENGE:

There are 35 boys and 39 girls in a country school. How many children are there altogether?

CHALLENGE:

What must be taken from 73 to leave 28?

CHALLENGE:

There are 43 houses on one side of the street and 20 on the other. How many houses are there in the street?

CHALLENGE:

We ordered ninety-six bottles of lemonade for our party and had seventeen left over. How many bottles were used?

SMART DOGGY

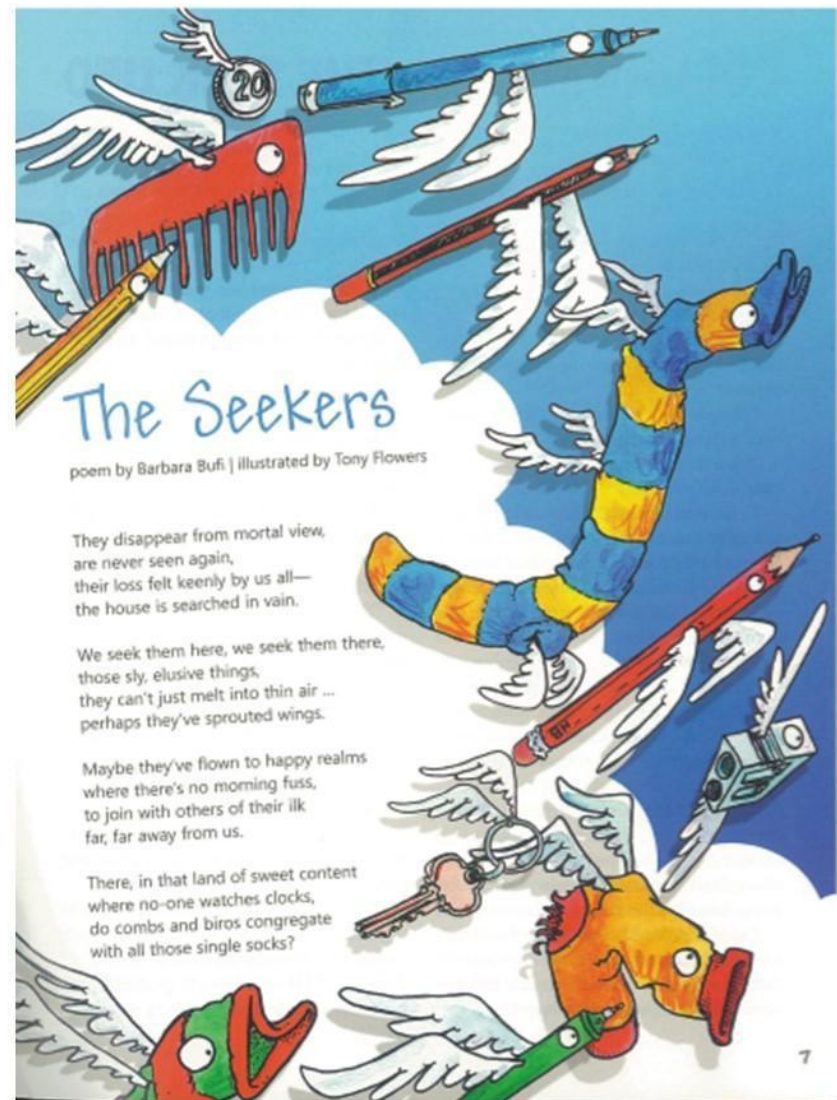
article by Dianne Bates | illustrated by Althea Aseoche

Robert Moodie called his dog Stupid. But Stupid was not really stupid. One day in 1996 Mr Moodie took Stupid with him when he went fishing near his Cairns home. When the fishing line became snagged Mr Moodie waded in to untangle it.

As it turned out, this wasn't a good idea because a hungry crocodile was in the water, waiting to attack, which it did.

Stupid, not being stupid at all, saw that his master was in trouble and dived in to fight off the crocodile. The croc wasn't stupid either and, rather than be bitten by Stupid, it let go of Mr Moodie and swam away. Then the very smart Stupid dragged his master to the shore.

After the attack Mr Moodie said Stupid was his 'best mate'. It is not known what Stupid said about Mr Moodie. ■



Travel Games

Article by YAKKA and YIP / Illustrated by CHERYL ORSINI

Summer fun isn't far away now. Some of you may be going far away—on holiday. Here are some ideas to while away the hours as you drive or ride or fly or walk or sail away. With any luck, you'll be having too much fun to even think to ask, "Are we there yet?"

And if you're having a stay-at-home-holiday, you can play most of these games at home, too ... Save them up for a rainy day!



Single spotto

In this game, the first person names something everyone must look out for: a tow truck, a white horse, a letterbox, a seagull, an interstate numberplate or something else you're likely to spot as you travel along. The first person to see it yells "Spotto!" and then names the next thing for everyone to look out for. Keep a tally of how many things you 'spotto' first.

Car cricket

When you're 'batting', you score 'runs' by looking at the cars coming towards you:

- RED CAR = 4 RUNS
- YELLOW CAR = 6 RUNS
- A WHITE CAR = YOU'RE OUT!
- ANY OTHER CAR = 1 RUN
- All other vehicles, such as buses or trucks, don't count.

There are quite a lot of white cars on the road, so you'll find the 'batter' changes quite often. When you're out, the next person in the car in a clockwise direction is in.

No yes and no

Take turns being the person who has to answer questions without ever saying "yes" or "no". If someone asks you "Are you awake?", you're out if you say "yes". (And you're asleep if you answer "no"!) Instead, you could reply, "I am." You win if you survive 20 questions. Then the next player takes on the challenge.

The quiet game

This is easy ... for some people. You're out if you're the first person to speak. Some people set time limits for this. Can you stay silent for 15 minutes? Or until you stop for lunch? You can try to make other people speak, but you're not allowed to touch anyone else, or to make any noise at all, not even a squeak or a giggle. Good luck, and shhh!

Aunt Sally's Suitcase

This is one of those games where you keep adding to a list which you have to remember in the right order.

The first person says, "In Aunt Sally's suitcase I found—(and they then add whatever they want)." Maybe a pair of gardening gloves. So they'd say, "In Aunt Sally's suitcase I found a pair of gardening gloves." The second person repeats this and adds their own item, say a chocolate cake. So the second person would say, "In Aunt Sally's suitcase I found a pair of gardening gloves and a chocolate cake." The third person would say, "In Aunt Sally's suitcase I found a pair of gardening gloves, a chocolate cake and a gorilla (if that's what they wanted to add to the list!)." This goes on and on, around and around the group, until someone can't remember the items in the right order. (Where on Earth would Aunt Sally be going with gardening gloves, a chocolate cake and a gorilla, I wonder?)

