

Year 3 – Learning Document – WB 19th April

Maths

I have attached some work on number lines this week. Please read it through with an adult. Then choose some of the activities to try. You can copy the number lines onto paper using a ruler. You can make a set of 0-9 digit cards on paper to make numbers and use them for all the activities.



English

In our story, The Firework Maker’s Daughter, **Hamlet** the elephant is covered in slogans. After meeting the Goddess, Chulak washes Hamlet clean. Can you write a set of instructions for washing an elephant?

Look at - <https://www.naturalhighsafaris.com/blog/how-to-bathe-your-elephant>

Remember a **heading** with capital letters and **numbers in your margin**. Remember to start on a new line for each one.

Spellings

Spellings for this week. Please **practise** them and test yourself on Friday!

- | | |
|----------|------------|
| chalet | antique |
| machine | unique |
| brochure | science |
| league | scene |
| tongue | discipline |

If you don’t know what a word means please find out!



Science

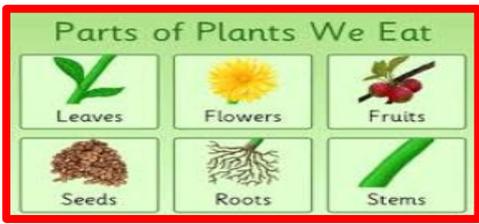
Can you find out which plants humans eat?

There are 6 groups - seeds, roots, stems, leaves, fruit and flowers.

Can you make a table and organise plants into it. I have put some examples below.

Add some drawings. Use a ruler!

Seeds	Roots	Stems	Leaves	Fruit	Flowers
wheat	carrots	celery	lettuce	banana	broccoli



Art

Find out about flower pictures by **the** artist **Henry Rouseau**.

This bbc site talks about his life and shows his work. It’s called Henry Rousseau’s ‘Surprised!’.

<https://www.bbc.co.uk/programmes/p01dqy77>

Draw some of your own flowers and/or a jungle scene in your green book or copy some of his. You could try making them from coloured paper or materials you have at home.

Year 3: Week 1, Day 1

Numbers on lines

Each day covers one maths topic. It should take you about 1 hour or just a little more.

1. Start by reading through the **Learning Reminders**. They come from our *PowerPoint* slides.



2. Tackle the questions on the **Practice Sheet**. There might be a choice of either **Mild** (easier) or **Hot** (harder)! Check the answers.



3. Finding it tricky? That's OK... have a go with a grown-up at **A Bit Stuck?**



4. Have I mastered the topic? A few questions to **Check your understanding**. Fold the page to hide the answers!

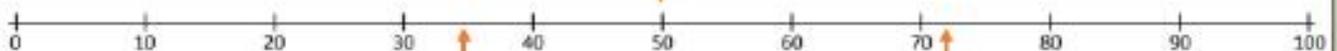


Learning Reminders

Place 3-digit numbers on a number line.

50 is here because it is halfway between 0 and 100.

Knowing the position of all the 10s numbers helps us to place other 2-digit numbers on the line.



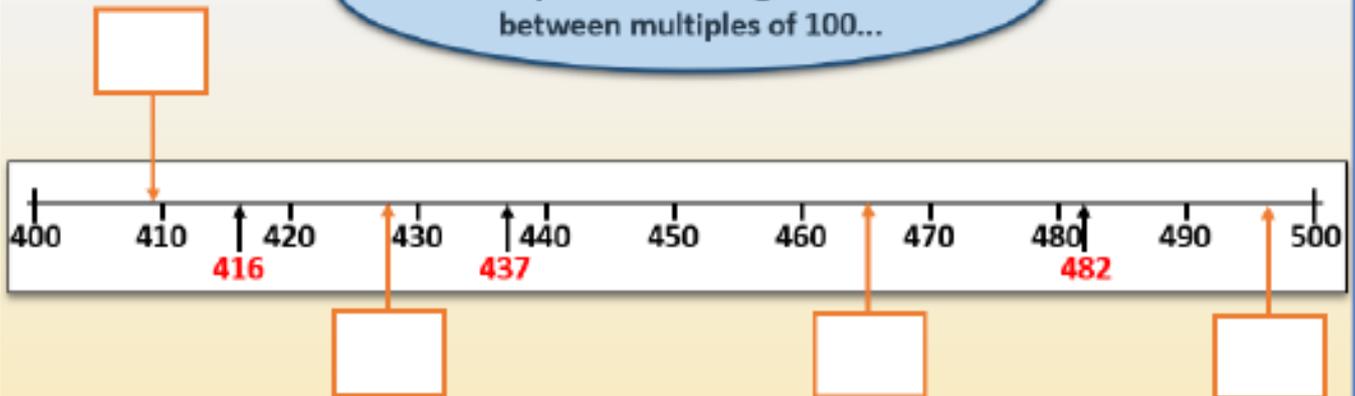
34 is just a bit less than halfway between 30 and 40.

72 is a small amount greater than 70...

Learning Reminders

Place 3-digit numbers on a number line.

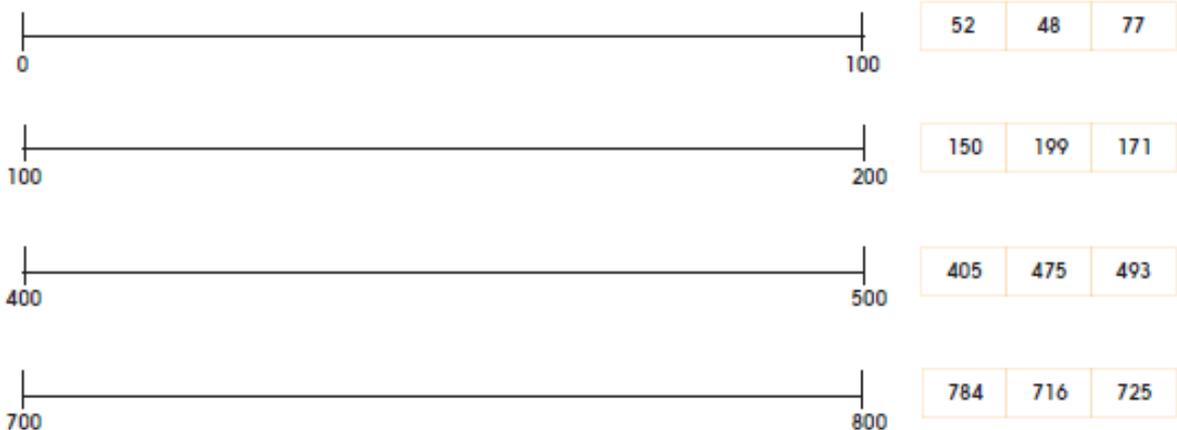
And the same knowledge helps us to place other 3-digit numbers between multiples of 100...



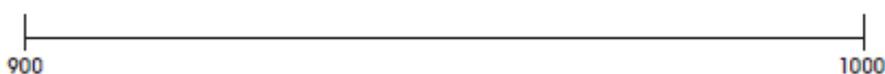
Estimate what numbers are the blank arrows pointing at...

Practice Sheet Mild Numbers on lines

Mark the numbers on the number line where you think they should go.



Use three of these digits to make a number which belongs between 900 and 1000 and place it on the line:
3, 5, 7, 9. Repeat for as many numbers as you can.



Practice Sheet Hot Numbers on lines

Mark the 100s intervals on the number line.
Write the numbers on the number line where you think they should go.



690	105	499	505
385	275	25	370
420	935	745	860

Challenge

Roll three 0-9 dice. Use the digits to make 4 more different numbers to place on your line. Repeat.

© Hamilton Trust

A Bit Stuck? In-betweensies

Work in pairs

Things you will need:

- A set of 1 to 9 digit cards
- 0 to 100 landmarked lines
- Two coloured pencils



What to do:

- Shuffle the cards and place face down. Take the top four.
- Use them in any order that you like to make two 2-digit numbers. Use your coloured pencil to mark these on the line, writing the numbers underneath the marks.
- Your partner takes the next two cards and uses them in either order to make a 2-digit number. They use their coloured pencil to mark this number on the line. Can they make a number which goes between your two numbers? If so they win a point. If not, you win the point.
- Play again on a new line, but your partner shuffles the cards and takes the first four this time.
- Keep playing, taking it in turns to take the first four cards.

