



## Continuation of Learning Outline

### YEAR 3

#### Work set for Wednesday 29.4.20

Link to view today's Y3 video: <https://photos.app.goo.gl/BmcmLYhC3yW9b2S8A>

Link to view general videos including assemblies, announcements and celebrations:  
<https://photos.app.goo.gl/LstTxkdnDfXuQG47A>

**\*\*See General Section and Album for information about Active Sussex\*\***

#### **Reading - THE FIRST DRAWING!**

Today you get to read the book. Find it attached as a PDF. Read it through a few times. Here are some questions to think about while you are reading it.

- 1) Can you spot the words you learnt yesterday?
- 2) How do you think the boy is feeling during each part?
- 3) Where does the boy live?
- 4) Look at the drawings and pictures, what do you like about them?

You do not need to write anything down, just take some time to think carefully about the story.

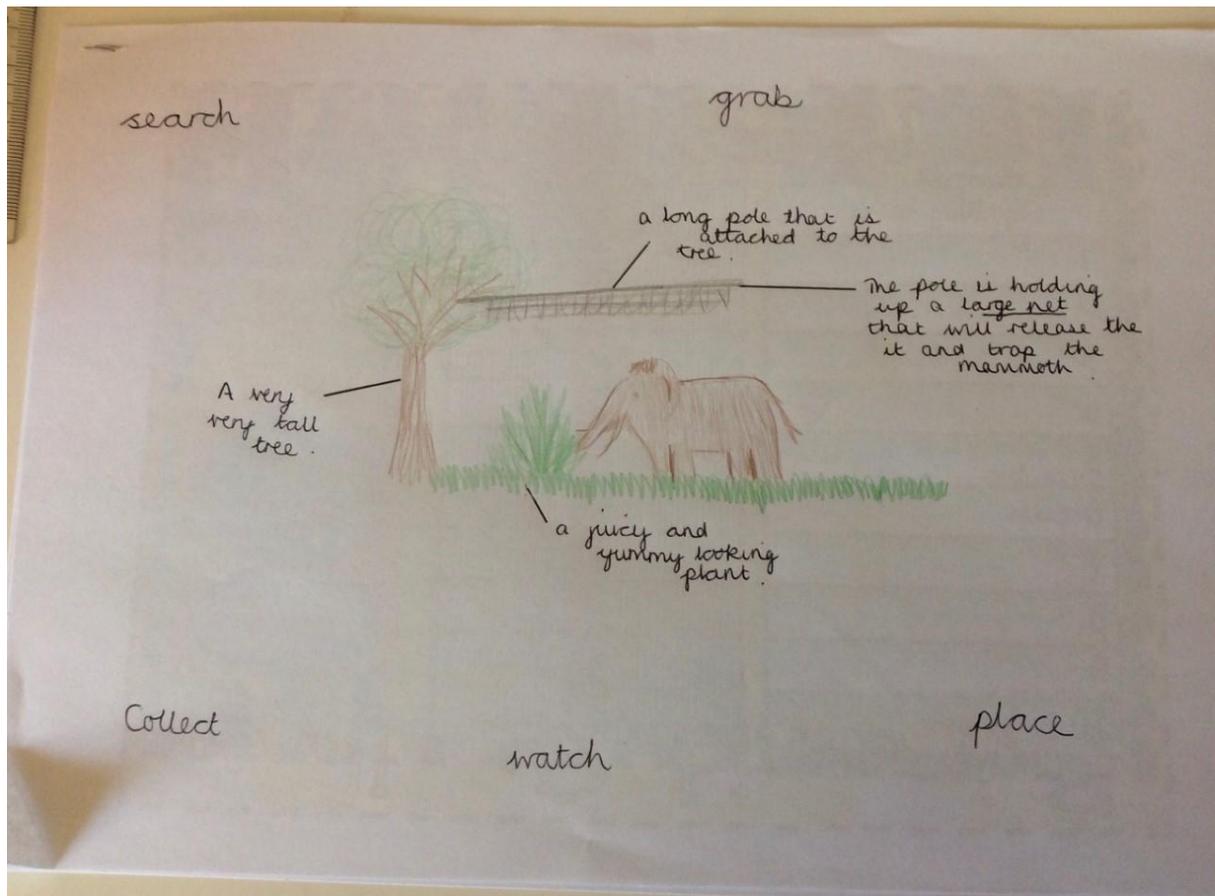
#### **Writing/English**

*You have been given a very exciting challenge Year 3. We need to catch the woolly mammoths and send them back through the time-travelling portal to the Stone Age where they belong!*

Well done for creating such amazing and clever mammoth traps, they are bound to work! Now we need to explain to other people how we are going to use your traps and to do that we are going to write some **instructions** on how to trap a woolly mammoth!

Before we can write our **instructions**, we need to think about the different types of words we can use.

1. Can you remember what an imperative verb is? Go through the attached PowerPoint to remind yourself.
2. Look at the last slide on the PowerPoint. Can you put each of the six imperative verbs into a sentence?
3. Can you think of 5 imperative verbs that you will use for your instructions? Write these down in the space around your mammoth trap design. Look at Miss Laker's example to help you.



## Maths

CGP Book Pages: No pages today. Let's become Masters of Multiples of 3 and 6.

### Remember

**Multiple of 3** = Add the digits of the number together until you get a 1digit number. It must be a 3, 6 or 9.

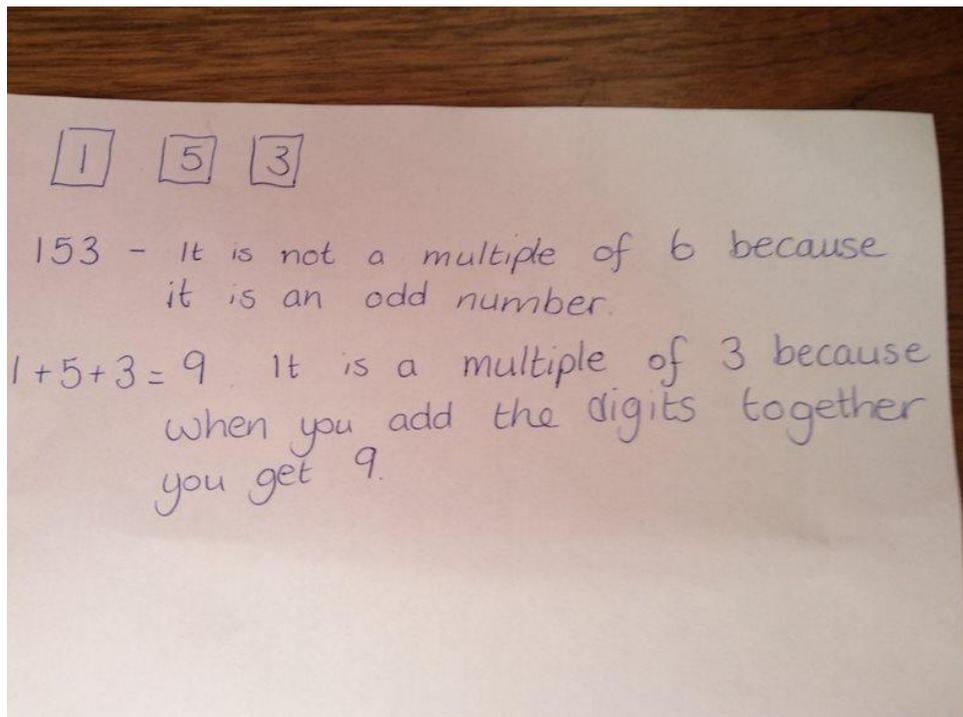
**Multiple of 6** = It must be even. Add the digits of the number together until you get a 1digit number. It must be a 3, 6 or 9.

### Game -

Create your own digit cards from 0 – 9. Cut them out.

0	1	2	3	4
5	6	7	8	9

Choose 3 cards randomly. Which 3-digit numbers can you make with those digits? Are they multiples of 3 or 6? Can you explain how you know? You can either do this in your book or orally with an adult! Here is an example of one number I made with the digit cards 1,5 and 3.



Online: Sumdog West Sussex Competition today. How many questions can you answer in the Inter School competition?

If you have finished the competition – continue playing Sumdog and let the computer set your work.

### **Let's Investigate**

Calling all Year 3 geologists...

Remember when you investigated the rocks yesterday and put them into different groups. Which rock do you think people in the Stone Age would have used for their weapons? Can you explain your choice?

If you have any questions, please email [year3@kingslea.org.uk](mailto:year3@kingslea.org.uk) and teachers will be checking this address to respond in the morning.