



Year 3 & 4 Home Learning WC 8<sup>th</sup> February 2021

Writing

1. Apostrophes for contraction - we can use an apostrophe to turn two words into one. You need to decide where the apostrophe needs to go.
2. Live lesson - **Monday 10:30am** - Developing an explanation text
3. Lesson 2 - Re-writing the explanation text from previous week with our own ideas
4. Lesson 3 - **Recorded lesson** Choosing an explanation text to write and creating a paragraph
5. Practise new spellings from pack - ask someone to do a spelling test with you and send me the scores

Reading

1. Guided Reading **Additional live lesson 10:30am Wednesday** - Inference. Follow the instructions on the sheet inside the pack and do one activity a day.
2. Comprehension - All about Owls

Maths:

1. Doubling revision - complete the activity sheet on doubling numbers.
2. Visit <https://www.topmarks.co.uk/maths-games/hit-the-button> and play the doubling game.
3. (Y3) Finding right angles in shapes - **recorded lesson see Google Classroom**
4. (Y4) Understand how to order angles - **recorded lesson see Google Classroom**
5. Partitioning numbers in different ways (NEEDS TO BE DONE BEFORE LIVE LESSON)
6. **Live Lesson - Thursday 10:30** - Subtracting using exchanging

Science:

1. Research what plants need to survive and create an information poster.
2. Make predictions on what would happen if plants didn't have these things.

Geography:

1. **Live Lesson - Wednesday 1:30pm** Understanding adaptation - how have the animals adapted to their environments?
2. Create a fact file of how the animal has adapted to its environment

D.T.

1. Use the information you have gathered and your research on Google Expeditions to continue to build your biome in a box. **If we can help with this in any way please let us know.**



Desert



Tundra

P.E.

1. Go to Joe Wicks page to do his P.E. session on a Monday, Wednesday and Friday.  
<https://www.youtube.com/channel/UCAxW1XT0iEJo0TYIRfn6rYQ>
2. Family scavenger hunt (indoors and outdoors) will be sent via email.

Computing:

1. Understanding algorithms - find the mistake and correct using the worksheet (this is fundamental to understanding a computer program)
2. Code Cracking activity - **Recorded lesson** - see **Google Classroom** - Can you crack the code and understand what it means?

Art:

1. Create a dice with different designs similar to Miro - roll your created dice and create an image using what it shows.
- 2.

**Remember you can email Mr F at any time [y3-4@lingdale.org](mailto:y3-4@lingdale.org) to send work or upload things to Google Classroom**