



HOME LEARNING

Dear Class 4,

I hope you enjoyed your Zoo Project last week. I have seen some outstanding work by some of you and I am really impressed, as I am always, with your dedication and creativity towards your learning. Keep up the fantastic effort. I am so proud of you all and miss you all lots.

A Class Dojo Site has been set up which should be an easy and useful way to communicate with each other should there be any problems with the work set but also an amazing opportunity for you to share your fabulous work with me. Please feel free to send photos, images and examples of your work so I know how you are getting on and I will try and reward all your hard work with Dojos - I think I will treat them like team points! I have already seen some amazing work via Twitter, Purple Mash and the Dojo site so I am ready to award my first Dojos!

This week remember, please try to complete a Maths, Writing and Reading Task each day and this week there's some Science and Computing activities too. Remember, I do not expect you to complete every task, choose which tasks you want to do and do them well. A lot of the activities this week are based around Games, although we know it is very important that you keep up with your learning, at this time especially it is also vital to have fun and learn in different ways e.g. by playing games and playing with family. With this in mind, there are few fun 'games' to play through the week as tasks and also you will get the chance, if you wish, to create your own Computer game and a Playground game for your classmates to enjoy as well as having fun exploring 3D shapes in Maths. Maybe you can learn a new card game? Or create your own dice and simple game to play with your family? The choice is yours. Enjoy!

Stay Safe, Stay Well, Stay Kind ,

Miss Wilson

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Maths

- Please work through some of the **Maths Tasks** set for the week which are all to do with 3D Shapes.
- There are a wide range of activities to work through including some particularly practical and fun ones like Task 6, 7, 8 and 12 - I would love to see some of your 3D shape creations. Here is one Mercedes and I created, can you spot what 3D shapes we used?



- As always, Keep practicing your Times Tables: Hit the Button, Times Tables Speed Tests and Multiplication Check Tests.

Writing

- Please see our class webpage for **Writing Tasks**.
- For each day, try to complete at least one task.

Spellings

- Keep practicing the Year 3/4 statutory spellings
- Complete **Spelling Word search 2**

Reading

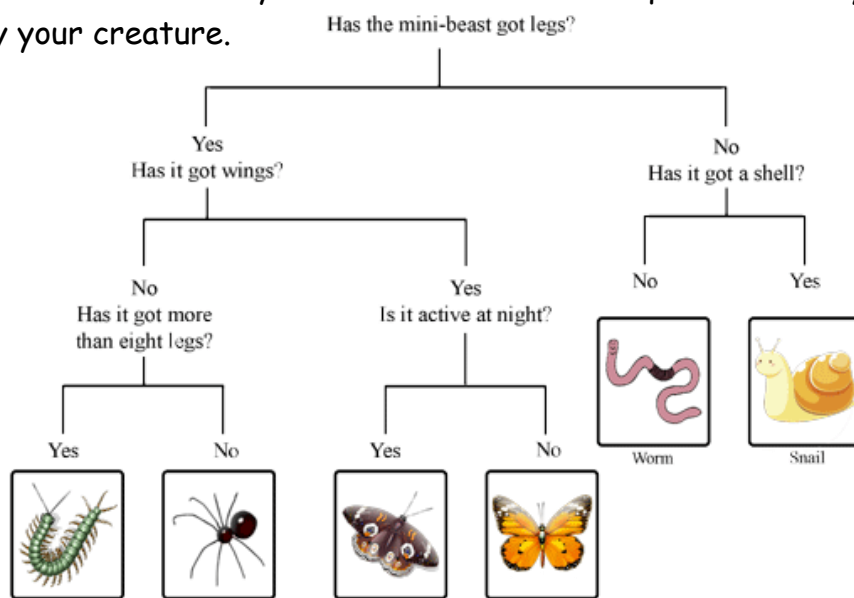
- Please see **Reading Tasks** for your new reading tasks.
- Keep reading everyday and monitor reading in your Reading Journal, completing reading activities when needed - I can't wait to see all the wonderful things you have been reading!

Science

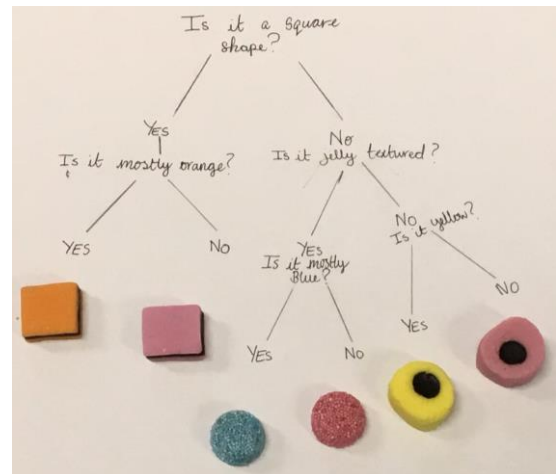
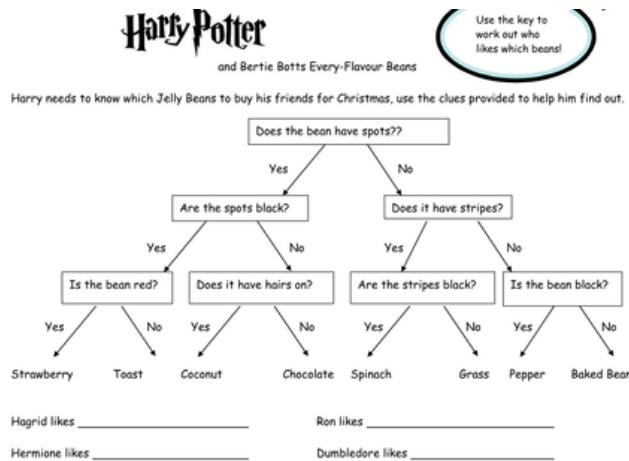
- If you did not look at Animal Classification as part of last week's zoo project, you may want to look at last week's Science resources first and have a go at the classification activities.
- This week we are looking at how we use yes and no questions to find out what animal we are looking at or classifying.
- Have a go at playing the 'yes and no' game so that you understand the sort of questions that can be asked to get yes and no answers.
- Then you may want to watch this video which helps explain 'What are classification keys':

<https://www.bbc.co.uk/bitesize/topics/zxjj6sg/articles/z9cbcwX>

- Scientists can identify different species using classification keys.
- Below is a key that could help to identify different types of mini-beast. It is a series of questions that are answered 'yes' or 'no'.
- You follow the chain for your answers to the next question until you can identify your creature.



- Have a go at **Animal Classification Key 1**
- Then try **Animal Classification Key 2**, here you have to put the final questions in to help sort the animals correctly.
- If you want more practice with classification keys, maybe make your own from scratch. Could you make one for some different animals? Could you make one not based on animals: Harry Potter Characters Maybe? Sweets? Sports?



Computing

- This week I would like you to create your own computer game
- The programme we are using can be found on Purple Mash and is Called **2DIY3D**
- I have set it as a 2do but you can also find it by going onto Computing, then Computing tools and by clicking on 2DIY3D.

purple mash Home 2Dos Work Data Sharing Teachers Admin Help Alerts

← Home/Computing

Computing Tools:

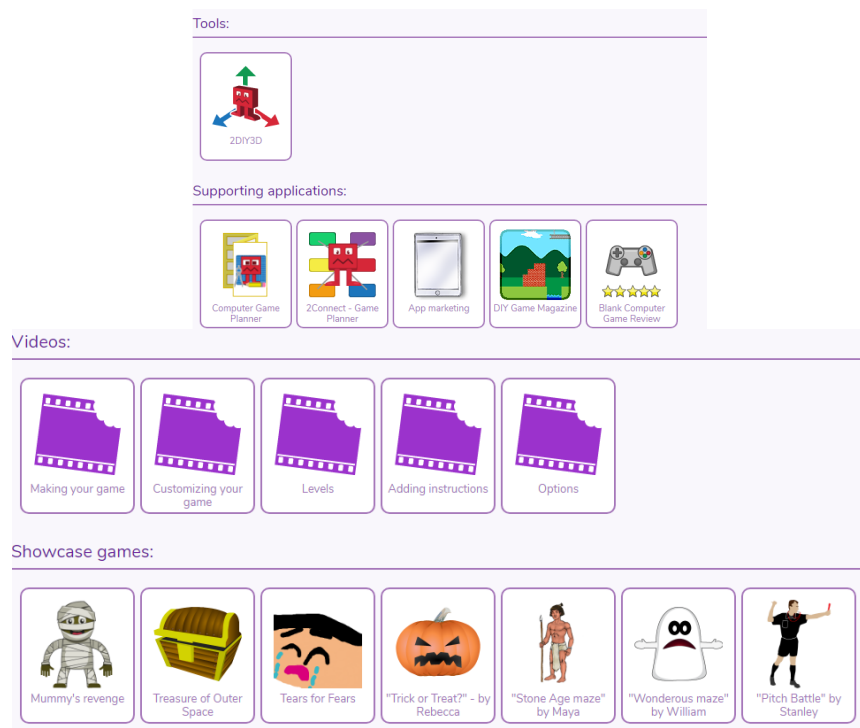
2Blog 2Code 2Connect 2Chart 2DIY 3D 2DIY3D

2Investigate Logo

Online Safety:

2DIY3D
Design, play and share your own 3D games in this new and improved version of 2DIY3D

- Once you have selected that it brings you to the page that looks like this:



- I suggest watching the supporting **Videos** which clearly explain how to create your game.
- You can also play on some **Showcase games** to get ideas for your own game too
- When you are ready, have a go at creating your own game. Will it have a theme? How many levels will you make?
- Once you are happy with your game, save it to our *Class* folder or to *My Work* and I will be able to see the games and post some on our notice board so that your classmates can play your game too!
- Have fun!