

Birches First School

Believe, Grow, Succeed

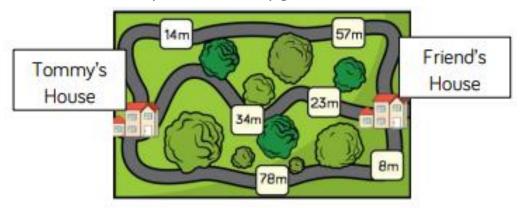
School Closure Home Learning

Year 3 Daily Tasks

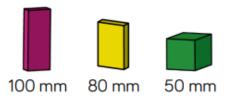
Date: 18.6.20

Maths

- 1. Ron builds a tower that is 14 cm tall. Jack builds a tower than is 27 cm tall. Ron puts his tower on top of Jack's tower. How tall is the tower altogether?
- 2. Tommy needs to travel to his friend's house. He wants to take the shortest possible route. Which way should Tommy go?



 Eva is building a tower using these blocks.



How many different ways can she build a tower measuring 56 cm?

Can you write your calculations in mm and cm?

Tom has completed his homework
 Explain the mistake that Tom has made.

A. 240cm - 2m = 238cm

B. 376cm - 22cm = 354cm

C. 1m and 25cm - 115cm = 10cm

D. 3m - 258cm = 420mm

English

Watch the following video (Wallace & Gromit: Snowmanotron)

https://www.youtube.com/watch?v=3NgAsiEdCUo

Using the flowchart that you completed yesterday, write your own explanation on how the Snowmanotron works. Remember, your explanation should be in order to explain how the machine works.

Remember the features of an explanation text:

- o **Title** explains what the text is for
- Opening Statement about the subject
- Clear, simple points about why or how something occurs
- o **Technical words** where appropriate
- o **Conjunctions** e.g. because, resulting in
- Present tense
- Summary Paragraph

Example:

The Sleek, Superb Snowmanotron

In England, we often have very snowy winters, which gives us plenty of opportunities to make snowmen. However, this takes a lot of time in the icy cold chill. Wouldn't you want a machine that could give you amazing snowy creations, but without any of the hard work? Well look no further!

By using the easy to handle controls, the Snowmanotron lifts the snow into the top of the machine and with a simple press of the 'Start' button, begins to hammer the snow into the machine. Another press of the button allows the Snowmanotron to move its arms and start shaping your majestic masterpiece.

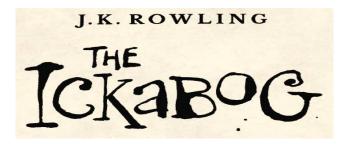
After a short amount of time, you can finish sculpting your snowman by simply pulling the 'Eject' lever. This causes the arms to stop moving and for the backdoor of the machine to open and for the ramp to descend. The finished snowman then easily slides out of the Snowmanotron on its own, ready for any extra decorations that you wish to add.

Finally, if you decide that you don't like the sculpture, you can always knock it down and have the Snowmanotron make a different snowman instead.

Overall, this machine is the greatest asset that anyone could ever dream of during the wintery months, with simple mechanics and a speedy production time. So, what are you waiting for? Order yours now!



Reading



Chapter 1 – extract 4 of 4

But a little north of Jeroboam, a strange thing happened. It was as though the magically rich land of Cornucopia had exhausted itself by producing the best grass, the best fruit, and the best wheat in the world. Right at the northern tip came the place known as the Marshlands, and the only things that grew there were some tasteless, rubbery mushrooms and thin dry grass, only good enough to feed a few mangy sheep.

The Marshlanders who tended the sheep didn't have the sleek, well-rounded, well-dressed appearance of the citizens of Jeroboam, Baronstown, Kurdsburg, or Chouxville. They were gaunt and ragged. Their poorly nourished sheep never fetched very good prices, either in Cornucopia or abroad, so very few Marshlanders ever got to taste the delights of Cornucopian wine, cheese, beef, or pastries. The most common dish in the Marshlands was a greasy mutton broth, made of those sheep who were too old to sell.

The rest of Cornucopia found the Marshlanders an odd bunch – surly, dirty, and ill-tempered. They had rough voices, which the other Cornucopians imitated, making them sound like hoarse old sheep. Jokes were made about their manners and their simplicity. As far as the rest of Cornucopia was concerned, the only memorable thing that had ever come out of the Marshlands was the legend of the Ickabog.

End of Chapter 1

