

Home Learning Grid

Primary 3A

Literacy	Numeracy	Health and Wellbeing
Reading Comprehension — Viking Adventure	Maths Online – Telling the Time	Snowman Drawing
Visit the website: https://www.youtube.com/watch?v=m00f7C OVIN4 • Listen to the story 'Viking Adventure'. • Write at least three sentences about the story. • Try to write the sentences in your own words and remember to include capital	Visit the website: https://mathsframe.co.uk/en/resources/resource/116/telling-the-time Scroll down and click on Play game.	Visit the website: https://www.youtube.com/watch?v=GBPrVh WdORg • Use the online turorial to draw a snowman by following the step by step guide. • Bring your drawing to school when we open again.
letters, finger spaces and full stops. Here are some examples: 1. Biff, Chip and Wilf were learning about Vikings. 2. The children wanted a magic adventure. 3. Kipper shared his sweets with the Viking children. Viking Adventure	 Select level: 1, 2 or 3. Select game mode: 12 hour clock and Timed game and click play! You can choose to 'mute' the sound if you wish. 	

My GLOW email address is gw09redmanmatilda@glow.sch.uk if you have any questions.