

Woodhead Primary School

Home Learning Pack

Primary 3

Website: www.woodheadprimary.co.uk

Twitter: www.twitter.com/woodheadprimary

Twitter: @woodheadprimary

<u>Suggested Home Learning Timetable</u>



Time	Curricular Area	Suggested Examples
9.00-10.00am	Literacy	 Spelling (See Home Learning Pack) Reading and Q&A (Use books, audiobooks, short film clips) Writing Activity eg letter, story, newspaper report, diary entry
10.00-10.30am	Science	Go to Science Centre website for daily short lessons https://www.glasgowsciencecentre.org/
10,30-11,00am		BREAK
11.00am-12.30pm	Numeracy	 Mental Maths activities/ games Number, money, measure, problem solving task (See Home Learning Pack)
12.30pm-1.30pm		LUNCH
1.30pm-2.30pm	Expressive Arts/ Social Subjects/ Digital Technology/ Outdoor Learning	 Art Activity (See Pinterest for ideas) Learning about History/ Geography/ Current Affairs (Information on Class topics in Home Learning Pack) Research, Create PowerPoint presentation, access coding websites, online games, send an email with attachments Make a den, plant some seeds, create a 'picture; using natural materials like sticks, leaves, stones etc
2.30pm-3.00pm	Health and Wellbeing	 Body Coach workout, Cosmic Yoga, Online Workout Go for a walk (in line with current government guidelines), cycle, play a physical game, learn a new sport Talk about emotions, friendships, helping others, school values, UNCRC Rights of the Child

This is intended as a suggestion however we recommend that maintaining a routine from Monday to Friday will be beneficial to children and families.

Home Learning - Education Systems Comparisons

• There are lots of resources available online that we will share via the school website and Twitter.

• These may be organised in different ways based on the education systems in different countries.

This table will help you decide which resources would be appropriate for your child's age and stage of development. Remember that some children may work at a higher or lower level based on their individual progress and development.

USA School Grades	Pre School	Kindergarten 1	Kindergarten 2	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	
English National Curriculum Key Stages	Early Years	Foundation Stage	7	l afinic fiav		Key Stage 2			
English School Year Groups	Pre School	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Scottish Curriculum for Excellence Levels	3	במווא בפעפו	First Level		First Level			Second Level	
Scottish School Year Groups	Nursery	Primary 1	Primary 2	Primary 3	Primary 4	Primary 5	Primary 6	Primary 7	





Education Resources Executive Director Tony McDaid Woodhead Primary School and Nursery Class Headteacher - Mr. Scott Jasnosz-Clark

Our ref:

SJC

Your ref:

If calling ask for:

Mr. Jasnosz-Clark

Phone:

01698 457669 19th March 2020

Date:

Dear Parent/Carer,

All children have access to two online sources for Home Learning provided by the school: Education City and Glow.

Education City is an online source of educational games and activities.

We primarily use Glow to access RM EasiMaths in school for P2-7. Most children will know their log in, but during school closure we are provided an email address if you need a Glow password reset.

Please email gw07asmwoodheadps@glow.sch.uk if you need assistance with a Glow or Education city password, stating the name and class of the pupil.

Please note that we may not be able to action this immediately but will aim to do it within 24 hours.

Yours faithfully,

Mr. Scott Jasnosz-Clark

1. Jamesz-Clark.

Head Teacher





This is a list of the topics each class were working on this term and the planned topic for next term. This will help to guide you when using some of the online learning available on websites such as twinkl.co.uk and primaryresources.co.uk.

Pupils could do some revision or further research of the topic they have been working on this term.

Pupils could begin a personal project on the topic planned for next term.

This could include:

- Drawing pictures or diagrams and writing about them.
- Finding facts and writing sentences/paragraphs of information.
- Looking at notable features/places/people/events linked to the topic.
- Making a model or game linked to the topic.
- Making a fact file, puzzle or word search etc. linked to the topic.

There will be lots more ideas on commercially available educational websites.

Class	Current Term	Next Term
Primary 1a and 1b	People Who Help Us	Woodland Animals
Primary 2a and 2b	Native Americans	Weather
Primary 3 and 3/4	Egyptians	Farm to Fork
Primary 4a and 4b	Romans	The Earth in Space
Primary 5	Ancient Greeks	Olympics
Primary 5/6 and 6	Japan	Scottish Parliament
Primary 7	World War II	Climate Change/Global Warming

Non-screen activities you can do at home

Pobble

25 ideas!

What can you do when there's no school and you're stuck at home? Here are 25 fun ideas to choose from.

How many different words can you make from the letters in this sentence, below? Grab a pencil and paper and write a list!

'Learning from home is fun'

2 Thank a community hero. Think of someone that helps you in some way and write a short letter to thank them.

Get building!
You could build a
Lego model, a tower
of playing cards or
something
else!

Can you create your own secret code? You could use letters, numbers, pictures or something else! Can you get someone else to try and crack it?

5 Start a nature diary. Look out of the window each day and keep note of what you see. Birds, flowers, changes in the weather, what else?

6 Hold a photo session. Use a camera or a mobile phone to take some snaps. What will you photograph? Your

pets or toys perhaps?

Build a reading den. Find somewhere cosy, snuggle up and read your favourite book!

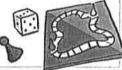


8 Use an old sock to create a puppet. Can you put on a puppet show for someone?



Make a list of all the electrical items in each room of your home.
Can you come up with any ideas to use less electricity?

10 Design and make a homemade board game and play it with your family.



Do something kind for someone. Can you pay them a compilment, make them something or help them with a task?

Can you create a story bag?
Find a bag and collect items to go in it that relate to a well known story. If you can't find an item, you could draw a picture to include.

13 List making!
Write a list of
things that make you
happy, things you're
grateful for or things
you are good at.



14 Design and make an obstacle course at home or in the garden. How fast can you complete it?



15 Can you invent something new?
Perhaps a gadget or something to help people? Draw a picture or write a description.

Make up a dance routine to your favourite song.



Write a play script. Can you act it out to other people?



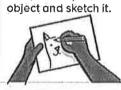
18 Read out loud to someone.
Remember to read with expression.



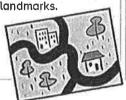
Write a song or rap about your favourite subject.



20 Get sketchingle Find a photograph or picture of a person, place or object and sketch it



21 Junk modelling! Collect and recycle materials such as yoghurt pots, tollet rolls and boxes and see what you can create with them. 22 Draw a map of your local area and highlight interesting landmarks.



Write a postcard to your teacher.
Can you tell them what you like most about their class?

24 Draw a view. Look out of your window and draw what you see.



25 Get reading! What would you most like to learn about? Can you find out more about it in books? Can you find a new hobby?

Pobble.com - More writing. More progress.





Home Learning

First Level

Six firmes table chain game Draw a long rectangle with 10 boxes. Plot a number card (between 1-10), e.g. 3, and write me third muriple of 8 in the third box. Keep going until you have at the		Decade dazzler! Pick 2 (0-9) tens frames and add them together, e.g. 3+4 = 7. Add a full 10 frame to the frest number to preate a new sum. e.g. 13+4 = 17. Keep adding 10 to the first number until you have used 9 x full ten frames. What do you notice?		Division Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a division sum	
Selection Advantage	duell a 2 digit number. create another. an EN to record gainst a frend or u want to duell	Decade dazil Pick 2 (0-9) tens frames and a together, e.g. 3+4 = 7, 4dd a to the first number to preate e.g. 13+4 = 17, Keep adding number until you have used 3 frames, What do you notice?	if!* e or write a how that you land in numbers!	Division Work out the problems) on the your Try writing your	
Dice gone dotty! Rall a dice and put out that many 100 dot squares. Roll again and put out that many 10 dot ships. What is you number? Rall and take away 10 times that number. e.g. if you roll a 3 take away 30 than your number. Write the sum. Do 10.	2 dice due!! Roll 2 dice to create a:2 digit number. Roll 2 dice again to create arother. Add tagether using an ENI to record your thinking. Play against a friend or	BIG Adding! Roll 2 dice to create a 2 digit number. Roll again to create another 2 digit number. Add them together. How did you work it out?Use cotton buds or an ENL to help if you like.	Prove if!* Draw a picture or wrife a description to show that you understand non-canonical numbers!	Multiplication Sum stories! Work out the sum stories (word problems) on the cards (included in your pack) Try writing your own sum story for a multiplication sum	
Dice go Roll a dice and pu dol squares. Roll ag many 10 dot strips. Roll and take ar number, e.g. if you from your number.	er Line Due!! Inumber between I- Ilmes that number by n your number's 50.3, worked it out. Both worked it out. Both ber of the same time ound, Pay's rounds!	BIG Adding! Roll 2 dice to create a 2 digit numb Roll again to create another 2 digit number. Add them together. How to you work it out? Use catton buds an ENL to help if you Re.	Draw it! Draw how you would work out 28 + 24 = 59 + 26 = Try your own examples	Multiplication Work out the suproblems on the in your in your Iny writing your or	
Hidden hundreds! Say. T've got 8 hundred dof squares in this box (or covered up). How many dots are there? Take 2 squares away. How many dots are there now? Try other examples and write the sums.	Empty Number Line Due!! [2 player] 1. Think of a number between 1-100. 2. Roll at dice and times that number by 10; e.g. if you not a sthen your number's 50. 3. Add your 2 numbers. Draw on empty number for the salve you worked it out. Both players show find number of the same time and highest wins the round. Pay 5 roundst	BIG Subtracting! Rol 2 dice to create a 2 digit number. Rol 1 dice to create a 1 digit number. Take away the small number from the big number. How did you work it out?Use cofton buds or an ENL to help if you fike.	Draw how you 28 29 59 Try your, ow	Non-Canonical Brainteaser* Rol 2 dice to create a 2 digit number. Put out that many 10 strips. Rol 2 dice to create a 2 digit number. Add on that number to the number you have created with tens strips. Write it down Eq. 18 bears 22 ages 1888.	
Say. Twe got 8 hun this box (or cover dots are there?" To "How many dots Try other examples	ole chain game s Sic Times Table Chain ame: for 9 times table	(a) 25 (b) 50			
100 dot count Place out 1 x 100 dot square. Count forward in 100s as you add 1 more 100 dot square to the pile. Take away one at a time to count backwards in 100s.	Times Table chain game Do the same as Sk Imes Table Chain Game for	Addend Friends! Rol 2 dice to create a 2 digit number. Roll 2 dice again to create another number. Create a Missing Addend sum using those numbersRemember to put the highest number affer the =: sign. E.g. 34 + = 57	Make a game! Make a game using an Emphy Number Line, e.g. card game, pain, track game	Decade dazzler 2! Roll 2 dice to make a take away sum, e.g. 8-4 = 4. Add 10 to the first number to create a new sum, e.g. 18-4 = 14. Keep adding 10 to the first number unit you get to a 90 number. What do you notice?	
100 dot count Place out 1 x 100 dot square. Count forward in 100s as you add 1 more 11 dot square to the pile. Take away one at a time to count backwards in 100s.		Addend Friends! Rol 2 dice to create a 2 digit numbs Rol 2 dice again to create another number. Create a Missing Addend using those numbersRemember to the highest number affer the =: sign.		Decade dazzler 2! Roll 2 dice to make a take away e.g. 8-4=4. Add 10 to the first nu to create a new sum, e.g. 18-4= Keep adding 10 to the first numb you get to a 90 number: What do you notice?	

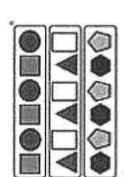
These activities will reinforce practical tasks being taught and covered in class. Choose an activity to do with your child and colour and date the brick when covered. You can use your jotter to write down any work or descriptions of what you've done. Remember to put the date and title at the top of the page. Good Luck!



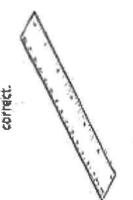
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First Level Maths & Numeracy Home Activities

Create a repeating pattern using a variety of 20 shapes or 30 objects.



fems in your bouse. Measure them with a ruler and check if you were Estimate the length of different



magine you have £20, Choose three sweets to buy. Work out the total cost and how much change you would have.



Create an addition/subtraction board game, Play It with your A BEAT



questions can you answer correctly? Log on to Symdog. How many

Carry out a survey on a subject of

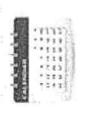


Draw/pame a picture which has at least one line of symmetry.



the year. How many days or weeks events for your family throughout Use a calendar to plan out some are between events? numbers within the environment as Find as many different examples of

You can.

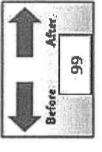


Get someone to give you random number before and the number numbers. Practise saying the

Bye colour, Display the information

using a graph.

programme, favourite chocolate, your choice. E.g. favourite TV



house, sort them from lightest to Gathar some mams from your reaviest.

the times tables that you find most

challenging.

Proctise time tables facts, Focus on



SPELLING MENU

1. ABC Order



Write all of your spelling words in alphabetical (ABC) order.

2. Word Parts

Write your words. Then use a coloured pencil to divide the words into syllables. e.g. jumping caterpillar

3. Other Handed

Write each word 5 times, switching the hand you write it with each time. Say the word as you spell it.

4. Vowel Spotlight

Write your words using one colour for the vowel and another colour for the consonants.

(vowels: a, e, i, o, u)

5. Use Technology

Type out your spelling words on the computer. Try to use at least 4 different fonts.



6. Pyramid Words

sp spel spell spellin spellin spelling (or make them boat shaped, star, smiley face, etc.)

7.*Ransom* Words

"Write" your words by cutting letters out of a newspaper or magazine and gluing the letters on a piece of paper to spell your words.



8. Rainbow Words

Write your spelling word with coloured pencils. Make each letter a different colour.



9. Scrambled Words

Write your words. Then write them again with the etters mixed up. Can you unscramble them again the next day? e.g. watch - cwhta

10. Silly Sentences

Write 3 or more sentences that use all your spelling words.

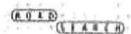


11. Prefixes and Suffixes

Underline the prefixes and suffixes in the words you are learning. Make sure you know what they mean.
e.g. important happiness

12. Word Search

Create your own word search with your spellings: Show the answers to your puzzle in a different colour.



13. Flashcards

viake and practice with lashcards.



Put the word on one side and definition (meaning) on the other.

14. Picture & a Story

Draw a picture defining each word. Write a sentence about your picture using the word.

15. Words without Vowels

Write all of your words replacing vowels with a line. Go back and see if you can fill in the vowels. e.g. q-st-n = question

16. Train Words

Write the entire list end-to-end as one long word. Write each new word in a different colou e.g. trainbackstop

'. Write a Story, Poem or Song with Words

Irite a story using all your pelling words. Underline the words you used.

18. Bubble Letters

Write your spelling words out in bubble writing.



19. Words Within Words

Write each spelling word and then write at least 2 words made from that word. e.g. catch - cat, hat

20. Picture words

Draw a picture and hide your spelling words in th picture.