

Summer 2 HWK Mat and Newsletter

PE days will be Tuesday (Athletics) outside and Wednesday (Gymnastics) inside.

Geography this half term is all about different types of settlements and areas of living. We will even go on a walk to Hartshead Pike!



In English we will be starting a new book called 'Our Tower'.

Literary Theme: Confidence & caution
Mixed Age Theme(s): Bravery & courage (2/3); Pride & downfall (3/4)

Recommended Age: Y3

Cross-curricular Coverage: Geography (Place knowledge): understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America

Text(s): Our Tower by Joseph Coelho and Richard Johnson

Duration: 3+ weeks, 15 sessions

Outcomes: Poems, setting descriptions, diary entries, dialogue, letters of thanks
Main outcome: Extended fantasy narrative

Overview and outcomes: This is a three-week Writing Root for Our Tower by Joseph Coelho and Richard Johnson. The sequence of learning begins with a walk to the local park. Children will be sound collectors and record all the interesting sounds they hear on their way to and in the park. They will go on to analyse the language and word choices used in the text as well as discussing the illustrations. To create their own descriptions and poems, children will use Joseph Coelho's word choices and phrases to inspire their own writing. They will go on to practise key narrative skills such as creating dialogue, using conjunctions, prepositions and adverbs to build cohesion in their writing. Finally, children use the narrative structure of this poem to create their own fantasy narrative, using a circular planning format.

In Maths we will continue with time, then start two large units on money, position and direction and mass and capacity.

Geometry

Position and direction

Measurement

Money

Year 3 –
Measurement

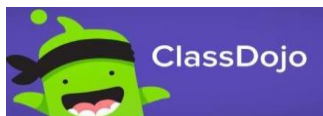
Time

Year 3 – Measurement

Mass & capacity

Measurement

Money



CENTURY

Spelling Shed



Holden Clough Key Instant Recall Facts - Year 2

To help to develop the children's fluency, below are the expected key instant recall facts (KIRFS) that children should have mastered by the end of the year. Children should be able to instantly:


















Place value	Number bonds	Addition and subtraction
<ul style="list-style-type: none"> Count in 10s from any given number, forwards and backwards. Count in 2s from any given number, forwards and backwards. Understand the value of Tens & Ones. Count in 2s from 0 forwards and backwards. Count in 3s from 0 forwards and backwards. Count in 5s from 0 forwards and backwards. Read and write numbers to 100 (numerals and words) 	<ul style="list-style-type: none"> Know all number bonds within 20 and identify patterns. Link number bonds to 20 to number bonds to 10. Understand the = sign in balancing equations. Use and understand < and > signs. Understand simple missing number calculations. 	<ul style="list-style-type: none"> Add multiples of 10, including crossing boundaries. Subtract multiples of 10, including crossing boundaries. Know all addition facts for multiples of 10 to 100. Know all subtraction facts for multiples of 10 to 100.
Multiplication	Doubling and halving	Measurement
<ul style="list-style-type: none"> x2 including division facts. x5 including division facts. x10 including division facts. Recognise odd and even numbers. 	<ul style="list-style-type: none"> Know the doubles of all numbers to 20. Know the halves of all even numbers to 20. 	<ul style="list-style-type: none"> Know how many pennies in a £. Know the number of minutes in an hour. Know the number of hours in a day. Tell the time to quarter to and quarter past.

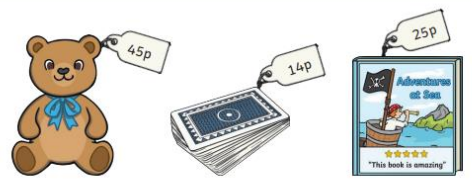

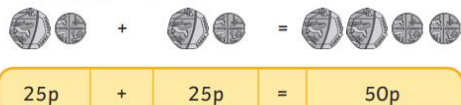
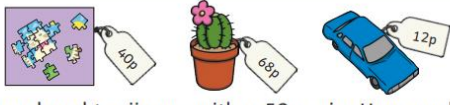
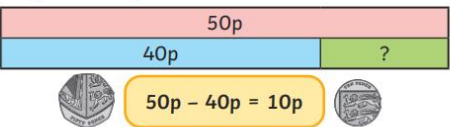


















Holden Clough Key Instant Recall Facts - Year 3


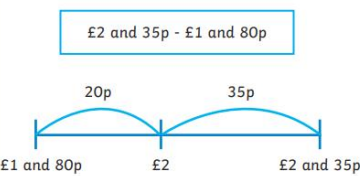


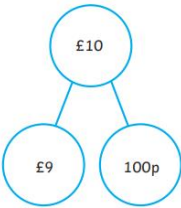
To help to develop the children's fluency, below are the expected key instant recall facts (KIRFS) that children should have mastered by the end of the year. Children should be able to instantly:

Place value	Number bonds	Addition and subtraction
<ul style="list-style-type: none"> Count from 0 in multiples of 100. Count from 0 in multiples of 50. Count from 0 in multiples of 4. Count from 0 in multiples of 8. Count in 4s from any given number, forwards and backwards. Count in 3s from any given number, forwards and backwards. Find 10 more / less than a given number within 1000. Find 100 more / less than a given number within 1000. Read and write numbers to 1000 (numerals and words). 	<ul style="list-style-type: none"> Understand the = sign in balancing equations. Use and understand < and > signs. Understand missing number calculations. Know all number bonds to 100 and find patterns within number bonds to 100. 	<ul style="list-style-type: none"> Know all addition and subtraction facts for multiples of 100 to 1000. Know all addition and subtraction facts for multiples of 5 with a total of 100. Know all addition and subtraction facts for number pairs with a total of 100. Add and subtract mentally: <ul style="list-style-type: none"> A three-digit number and ones. A three-digit number and tens. A three-digit number and hundreds.
Multiplication	Doubling and halving	Measurement
<ul style="list-style-type: none"> X3 including division facts. X4 including division facts. x8 including division facts. 	<ul style="list-style-type: none"> Know doubles of all multiples of 10 to 500. Know halves of all multiples of 10 to 500. Know doubles of all multiples of 100 to 1000. Know halves of all multiples of 100 to 1000. 	<ul style="list-style-type: none"> Know the number of seconds in a minute. Know the number of days in each month, year and leap year. Understand am and pm; noon and midnight. Tell the time to quarter to 1 to and 1 past. Recognise right angles.

Money			Knowledge Organiser
Key Vocabulary	Pence	Pounds	Pounds and Pence
pence	 1p	 £1	
pound	 2p	 £2	
coin	 5p	 £5	
note	1 penny 2 pence 5 pence	1 pound 2 pounds 5 pounds	
total	 10p	 £10	
amount	 20p	 £20	
change	 50p	 £50	
difference	10 pence 20 pence 50 pence	10 pounds 20 pounds 50 pounds	
price	Equal Amounts		Compare Amounts
cost			
pay			
owe			
			
			

Money Knowledge Organiser	
Find the Total	Find the Change
 <p>Lucy bought a teddy bear and some playing cards.</p>  <p>45p + 14p = 59p</p> <p>Timek bought two books.</p>  <p>25p + 25p = 50p</p>	 <p>Lucy bought a jigsaw with a 50p coin. How much change did she get?</p>  <p>50p - 40p = 10p</p> <p>Timek bought a plant and a toy car. He paid with a £1 coin. How much change did he get?</p>  <p>£1 - 80p = 20p</p>

Money Knowledge Organiser	
Key Vocabulary	UK Coins
amount	 1p
change	 2p
coin	 5p
combinations	 10p
convert	 20p
note	 50p
pence	 £1
penny	 £2
pounds	one penny coin two pence coin five pence coin ten pence coin twenty pence coin fifty pence coin one pound coin two pound coin
value	UK Notes
	 £5 five pound note
	 £10 ten pound note
	 £20 twenty pound note
	 £50 fifty pound note
	Pounds and Pence
	
	
	Convert Pounds and Pence
	
	120 pence is £1
	120 pence is £1 and 20 pence.

Money Knowledge Organiser	
Adding Amounts	Subtracting Amounts
 <p>£1 and 60p</p> <p>£1 and 52p</p> <p>£1 and 60p</p> <p>£1 and 60p + £1 and 52p</p> <p>There is £2 and 112p.</p> <p>112p is £1 and 12p</p> <p>Altogether there is £3 and 12p.</p>	 <p>£2 and 35p - £1 and 80p</p> <p>£1 and 80p</p> <p>£2</p> <p>£2 and 35p</p>
	Giving Change
	
	
	
	£9 - £5 = £4
	100p - 67p = 33p
	£4 and 33p change

Are all settlements the same?

Settlements are communities where people live.

Types of settlement:



Land use

How communities use land.



residential land
Land used for houses and apartment blocks.



transportation
A way of getting something from one place to another.



agricultural land
Land used for farming, cattle and crops.

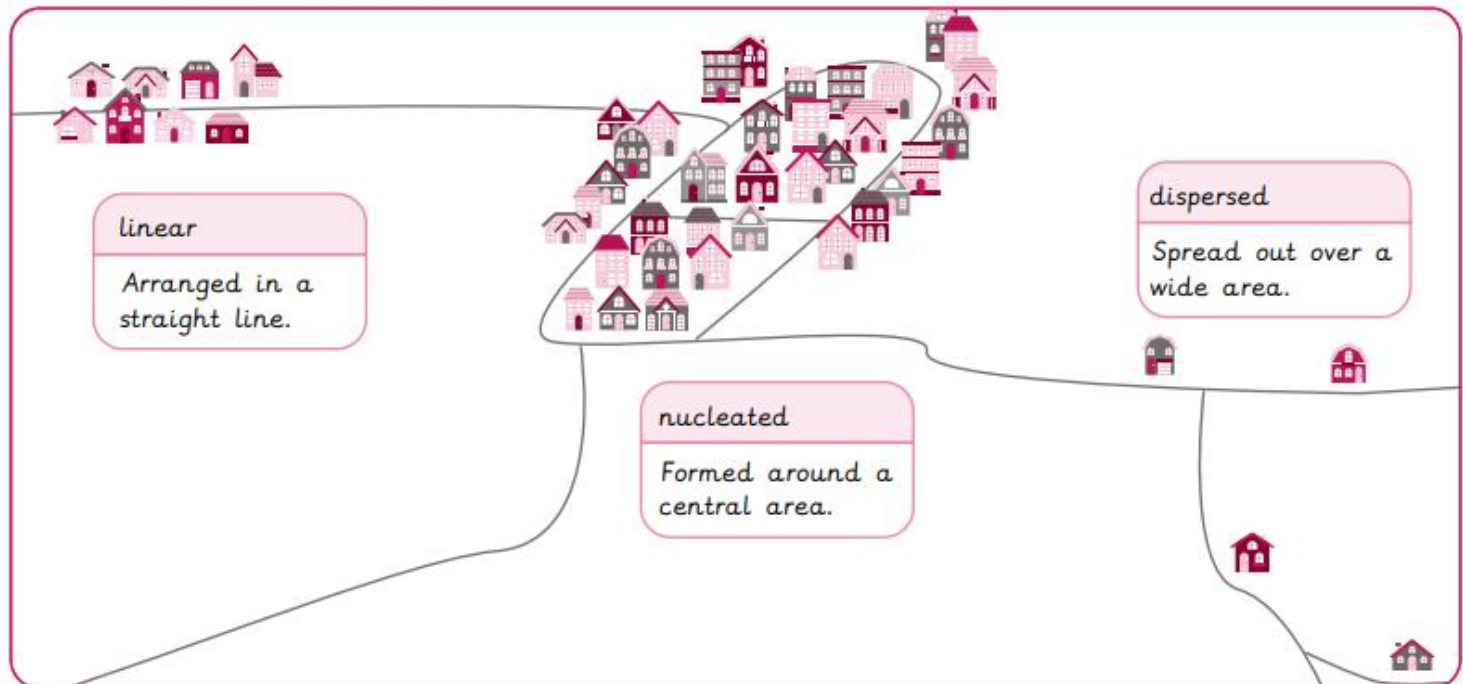


commercial land
Land used for buildings aimed at making money.



recreational land
Land which has buildings providing fun activities.

Settlement patterns



Science/DT

- Go on a flower/plant hunt in your local area or park.
- Draw and label different flowers that you find.
- Plant your own seeds and document their growth journey.
- Create your own healthy food dish/dip. We will be doing this in DT!

English

- Follow a set of instructions to make something. This could be baking/making/building. Take a picture of the end result!
- Write your own setting descriptions, diary entries, dialogue, letters of thanks based on one of your favourite book!

Homework tasks

PSHE

Create a poster advertising healthy lifestyle and keeping fit.

Set yourself weekly targets for keeping healthy and record this. E.g. I will go on a daily walk or I will go to sleep half an hour earlier. Track your steps?

Geography

Draw and label a map of your local area including different buildings/places that you go to.

Draw a map of the UK and label as many cities/places that you know of or have been to.

Maths

Make your own daily timetable of your daily routines. Include all the start/end times and the duration of the activities.

Get some pocket money and manage your own budget. This includes finding change and adding to make different amounts.

Get a clock and tell the time at different points throughout the day!

Century homework set weekly.

