Year 3 Curriculum Summer 2 Week 1

To do throughout the week...	
Wellbeing 'Thought for the day'	**Question of the week:** What is a digital footprint? **Watch:** Private and Personal Information
Daily Exercise	Keep active! Make sure you do something active each day. Maybe do the exercises here.
	**The Great 8** are fun challenges suitable for the whole family. See below.

Here are the curriculum activities for the week. You can do in any order you choose.
Try to do these this week as next week's activity will follow on in each subject.

Science	**What is the function of stem?** • Can you label the stem in the previous lesson's drawing? • What do you think the function of a stem is? Watch this video. • Look at the before and after photos of celery being put into dye in the support materials. What happened? Challenge: Why is the level of the water lower?	You will need: your diagram of a flowering plant from last lesson *Support below
History	**How the Iron Age Changed the World** • Make notes of the strengths of iron as a material and the changes in life you can see in this video and in this link. • Create a poster to explain to someone in your house the impact of the discovery of iron and how it changed life for humanity.	
Geography	**How is wind created?** • What instruments do we use to measure the weather? How do we measure wind? • Watch and make notes on this video. • Draw a diagram to explain how wind is created.	Support: Explanation and model diagram
PE	**Throwing (see below for game instructions)** • Play **target treasure** to practise your throwing and aiming • Play **a Target throw** game-'Battleships' to help you practise aiming & throwing underarm • Make a **golf course** to practise your rolling action and aiming	You will need Items for targets Something to throw
RE	**Who owns the world?** • Can you own something that is natural? Discuss with an adult • List natural things in the world that we own *(plants/pets)* • Choose 1 thing that you 'own' and write 3 ways that you take responsibility and care for it.	
Art	**Doppleganger drawing** • Watch Paul Carney demonstrating the 'doppleganger' technique to make a copy of a drawing. • Choose a picture of anything that you would like to copy. Start with a simple image. • Practise copying different kinds of images. This exercise will help train your hand to draw what you are seeing.	
Computing	**Scratch, Coding a Conversation** • In Scratch, we are creating an animation with characters talking to each other. • Use the wait block and the say block to code a conversation, where the characters take turns when speaking. • Your challenge is to code three or more characters having a conversation.	Support: If you need some hints, watch the video or look at the instructions below.

Here are some fun challenges suitable for the whole family.

Summer 2 Week 1	
1. To talk about	Which is the odd one out and why? A strawberry, a drain cover, a hamster, pegs
2. To do	How long can you do the plank for?  Challenge members of your family to beat your record
3. To investigate	Is it easier for shorter people to touch their toes?
4. To find out more about	Volcanoes
5. To design	Your perfect treehouse
6. To learn	A magic trick
7. To draw	Your self portrait from your reflection in a spoon
8. To create	A flip book Use an old pad of paper or notebook

Science - Support

*Photos of celery experiment

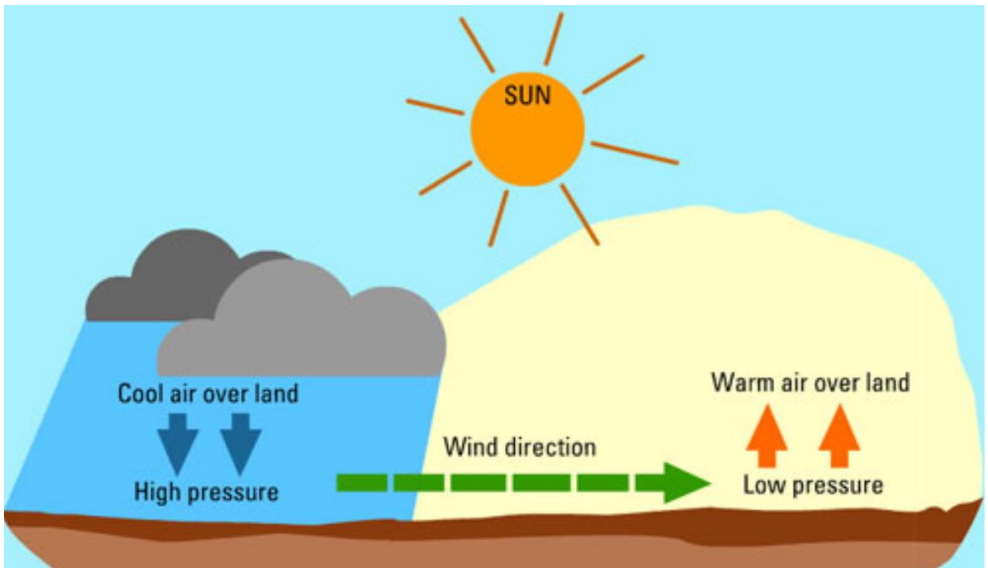
Before

After

Geography - Support

How is wind created?

1) When the sun shines on the land it makes the air above it get warmer.
2) When air gets warmer it rises.
3) The colder air moves to take the warm air's place.
4) The movement of the cold air replacing the warm air that has risen is the wind.



PE

Task1- Target treasure

How to play:

- Place a selection of targets 5 large steps away from your starting line.
- Decide how many points each piece of treasure is worth E.g. Toys = 5, shoes = 4 points
- Take turns to throw an object towards the treasure targets from behind the starting line.
- The winner is the player to score the most points when all of the treasure is gone.

TOP TIPS: Throwing Underarm
Step forwards with one foot releasing the object from low to high using your opposite hand

Can you think tactically & decide which targets to aim for and why?

Can you focus on the target to help you be accurate?

Let's Reflect :
What was the difference between your throws that were accurate and your throws that missed?

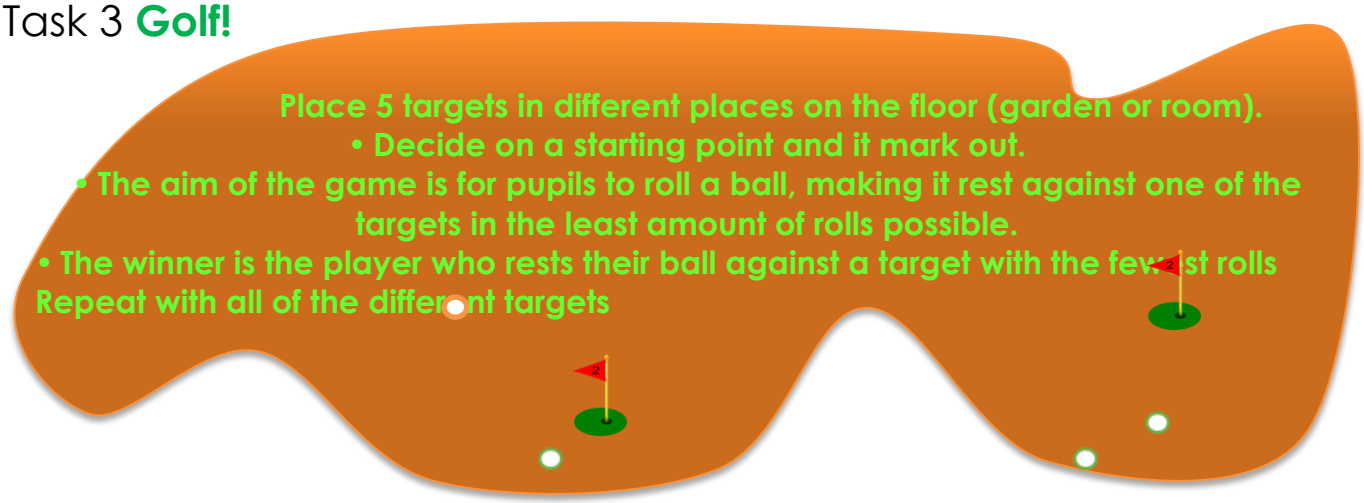
Task 2 **Battleships**

How to play:
With a partner, each player places three targets (battleships) in front of them.

- Take turns to throw an object towards their opponent's battleships.
- Each time a battleship is hit, it is removed.
- Players are not allowed to stop the object from hitting a battleship.
- The winner is the first player to hit all of their partner's battleship



Task 3 **Golf!**



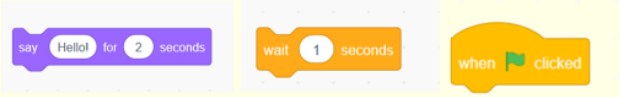
Computing

Coding a Conversation in Scratch

In Scratch, we are going to code a conversation between two or more sprites.

Think about having a conversation with your friends and family. What do we need to do when the other person is talking? What happens if we all talk at once?

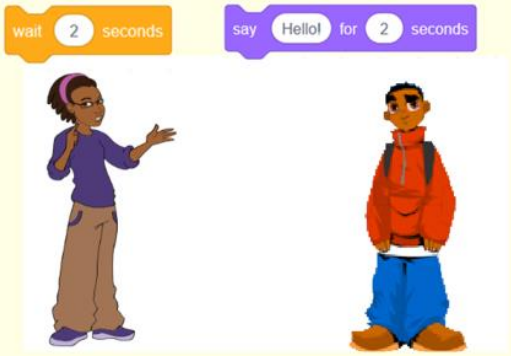
To code our conversation, we are using these three blocks:



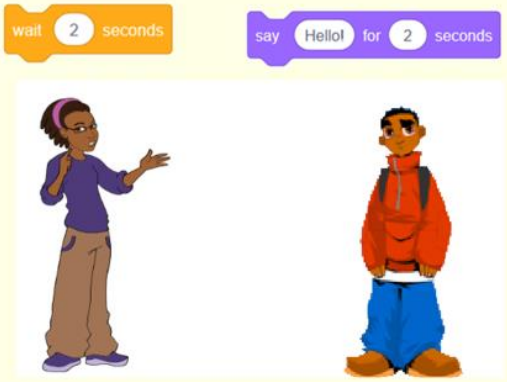
To make our conversation work properly, we need to think about the order of our blocks. If we put them in the right order, the sequence will work.

When one person speaks, the other person waits

The speaking and waiting is for the same amount of time



Sprite 1	Time in Secs	Sprite 2	Time in Secs
Wait	2	Hello!	2
Hi	2	Wait	2
Wait	2	How are you?	2
I'm good. How are you?	2	Wait	2
Wait	2	I'm feeling great, thanks.	2



Remember: each sprite has their own half of the conversation. If you put both parts of the conversation under one sprite, it will not work.

Code a conversation between two sprites.

Hints for success:

Keep the say and wait time to 2 seconds.

Build it slowly, clicking on the green flag to see whether it is working.

Coding a conversation in Scratch video
https://vimeo.com/408838845/f5e28143d2