

Year 3 Curriculum Summer Week 3

To do throughout the week...

Wellbeing 'Thought for the day'	<p>Question: <i>Can I think myself happy?</i> Does focusing on happiness make you happy? Is it possible to "think" yourself into being happy all the time by positive thinking?</p> <p>Activity: <i>Keep a happiness diary:</i> Record one thing every day that made you happy Notice how it makes you feel and behave.</p>
Daily Exercise	Keep active! Make sure you do something active each day. Maybe do the exercises here .
The Great 8	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	<p>What is pollination?</p> <ul style="list-style-type: none"> What is the function of each part of a flower? (Check resources below). There are two main ways that flowers are pollinated by: a) insects/birds and b) wind Draw a diagram to explain how insects/birds help pollination.
History	<p>Discoveries from the Stone and Iron Age</p> <ul style="list-style-type: none"> Look at the following artefacts in this link. Design a museum leaflet that explains about one object from each time period and share it with someone in your house.
Geography	<p>Why does the UK have seasons?</p> <ul style="list-style-type: none"> Watch this video. Make a poster explaining why the UK has seasons. Add the statements from resources below, to your poster.
PE	<p>JUMPING for distance- 2 foot standing jump</p> <ul style="list-style-type: none"> Explore jumping for distance (see task 1 below) Coach- Practice jumping for distance with a coach to help you improve your technique (see task 2 below) Creative-keep on the move with a game of jumping! (see task 3 below)
Languages	<ul style="list-style-type: none"> Open PowerPoint 1 and select Slide Show/ From Beginning with sound; learn the name of objects in my pencil case in part 1. Play the games in part 2 to practise saying the vocabulary. Check you know them all with an adult in part 3.
Art	<p>Alexander Calder Watch this video and this video showing artwork by Alexander Calder. He is well known for his mobiles and his standing mobiles (stables) Using card you are going to create your own stabile.</p> <ul style="list-style-type: none"> First cut the base shape – why not try to think about something with several legs. The shape can be whatever you want. Next, cut a shape that you can attach to your Base shape – this could either be by sellotaping it on or by cutting a small slit in each piece that you slot together Keep adding shapes until you are happy with your stabile <i>You will need: Different weight cardboard, paint, scissors, sellotape, pipe cleaner/uncurled paper clip/strips of thick card</i>
Music	<p>Hall of the Mountain king</p> <ul style="list-style-type: none"> Watch the first video Clip. What does the video tell you about the music? Have a go at marching to the beat of the music. Keep the beat/pulse. Have a go singing the motif with the words below and marching the same time: Walking round the big mountain, big mountain, big mountain. Walking round the big mountain, big mountain try not to wake the king



Here are some fun challenges suitable for the whole family.

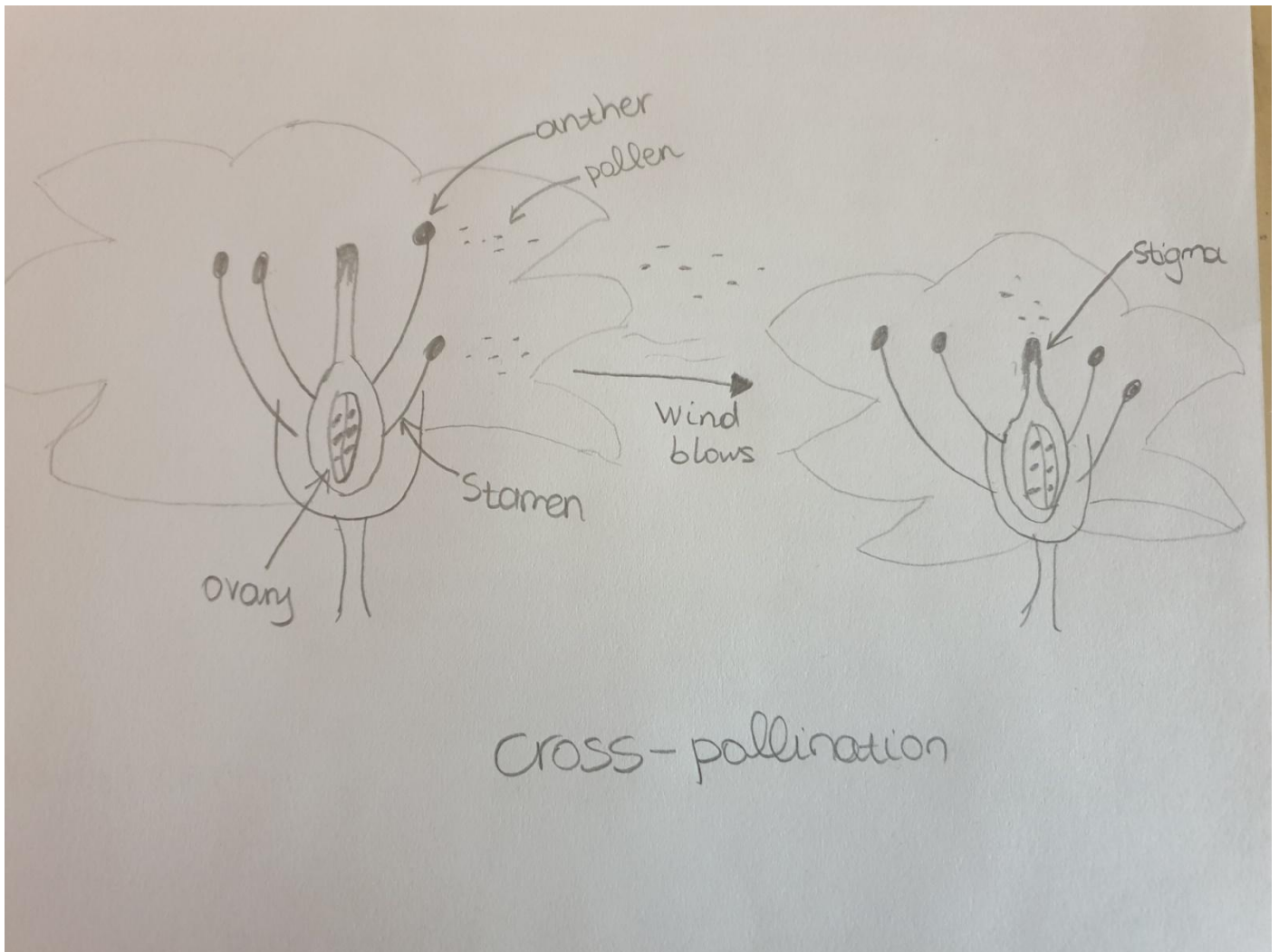
Summer Week 3	
1. To talk about	Would it be better to go into the future or the past? Why?
2. To do	Jump as many times as you can in a minute Try and beat your record every day this week
3. To investigate	What happens to your sense of taste when you hold your nose?
4. To find out more about	A monarch
5. To design	A banquet for a King or Queen
6. To learn	To identify three or more types of tree Think about their shape, the shape of their leaves, bark.
7. To draw	The view from your window
8. To create	A small model of your bedroom or a room in your home Use a cereal box/shoe box, household materials

Resources

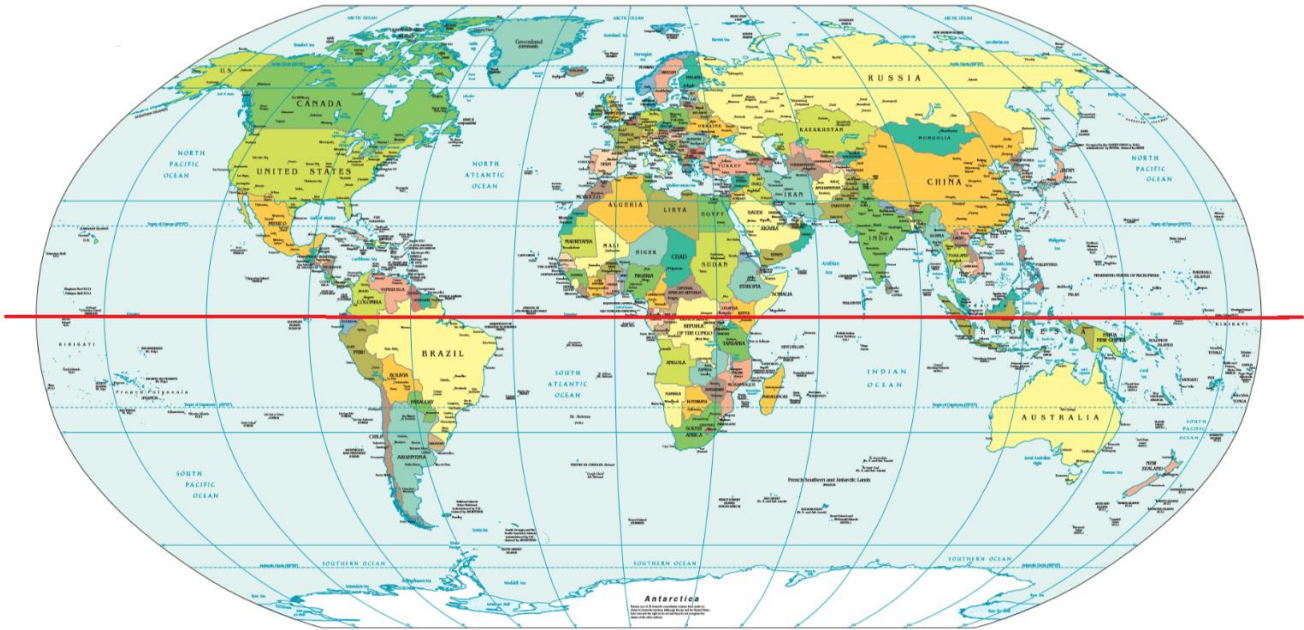
Science:

Making links: Function of each part of a flower.

- Sepals – (if present) help to protect the flower in bud
- Petals – attract insects with colour, scent and nectar
- Stamens – make pollen and hold it in position
- Stigma – receives pollen during pollination
- Ovary – contains undeveloped seeds (ovules) which, if fertilised following pollination, develop into seeds



Geography



Sort these statements by season and add them to your poster.

The weather starts becoming colder. Leaves on trees will start turning orange and red and falling to the ground.	The Northern hemisphere is tilted towards the sun	March, April + May	The amount of sunlight hours is beginning to increase
The sun's rays are concentrated in the northern hemisphere	The temperature in the north starts to become warmer and trees and flowers will start to blossom	The amount of sunlight hours in a day begins to decrease.	The sun's rays are spread out in the winter
June, July + August	December, January + February	The sun is lower in the sky in the northern hemisphere	September, October + November
Shortest day of the year	The climate in the northern hemisphere is at its warmest	The Northern hemisphere is pointing away from the sun	Longest day of the year

PE

Task 1



How to play:

- Place a starting marker on the floor.
- Stand beside the starting marker on two feet, how far can you jump landing balanced on 2 feet?
- Challenge a partner to see who can jump the furthest.
- If you have space, place down a marker at 8.31m, the distance Greg Rutherford jumped to win a gold medal in 2012. How many jumps does it take to jump that distance?

and concentrate on your landing?

Can you keep trying even if you miss the target?

Task 2

The Athlete

- Lay out a skipping rope to use as your take-off line.
- Standing with both feet as close to the take-off line as possible, jump as far as possible with a two-footed take-off and landing on both feet.
- The coach will place a cone in line with your closest heel to the take-off line.
- You will jump three times, trying to jump as far as possible each time.
- The cone will only be moved if you improve on your distance.

The Coach

- Make sure that the athlete's feet don't touch any part of the take-off line before they jump.
- Once they have landed, place a cone down in line with the heel closest to the take-off line.
- Only move the cone if the athlete improves on their distance.
- Look carefully at their technique -remember to tell them what they are doing well as well as what they need to improve on.



Task 3

How to play:

- Place 3 pairs of socks, 3 cushions and 3 toys in different places on the floor around your living space .
- Players move around the space in a creative way.
- When a player reaches a pair of socks they jump 10 times. When a player reaches a cushion they hop 10 times. When a player reaches a toy they jog on the spot and count up to 10.
- Can you think of your own movement ideas? Can you move at different levels?



is moving around in a space?

Can you keep trying even if you feel tired?

Top Tips

Breathing

Make sure that you breathe in through your nose and out through your mouth when performing the activities.

Let's Reflect

Why did you move around the way you did?

Which way was the most challenging way of moving and why?

Art



Alexander Calder created amazing standing mobiles using sweeping shapes and geometric elements.

Use a variety of card for your stabile. If you are using old packing materials (cereal boxes etc) or plain coloured card then you might like to leave them as they are. You could paint them if you wanted or add extra patterns or designs onto them.

You could Sellotape the pieces together, use paper clips or cut a small slit in each piece so that you can slot them together as shown in the picture to the right.

