## Year 3 Home Booklet 15

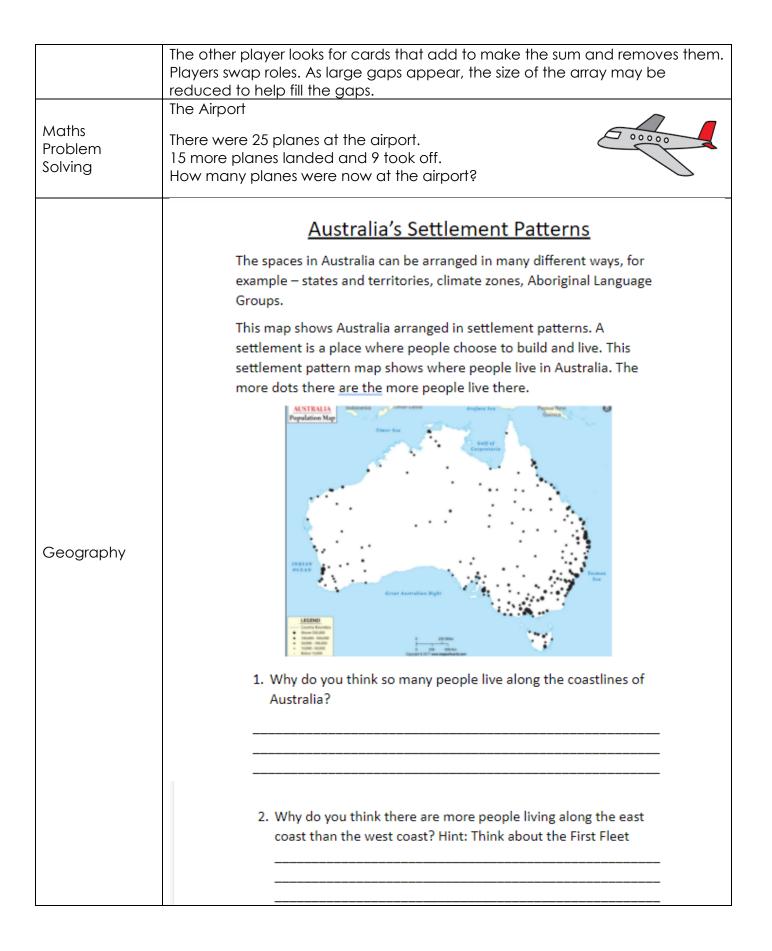
## Monday

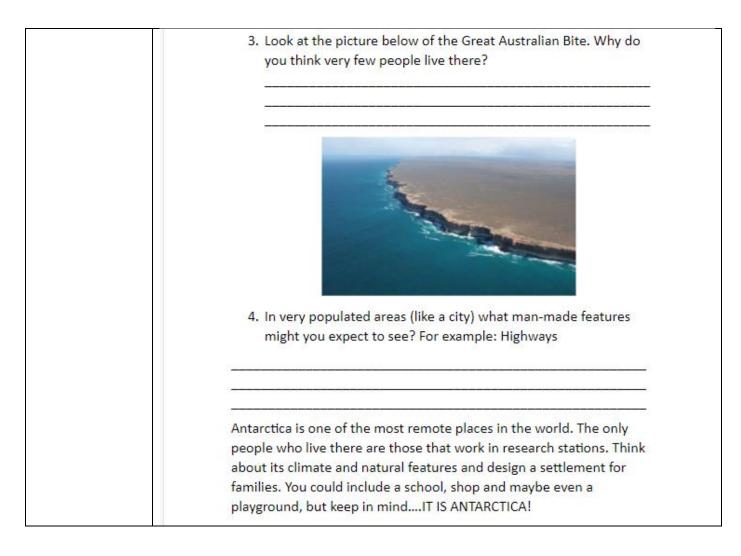
Spelling	Discuss the meaning of each of your spelling words with someone then write your words out three times.			
	Split digraph /i-e/ making the sound "I" as in kite.			
	Red kite side life time smile	Orange slide twice while shine outside	Green beside dislike recite polite devise concise appetite	
Sentence of the day	Learning Intention: We are learning to use adverbs to describe verbs in our sentences. Use an adverb to describe the underlined verb in this sentence (tell how the dog ran):			
	The dog <u>ran</u> across the road.			
Writing	This week we are going to look at various ways of writing an Informative Text. The purpose of an informative text is to provide your reader with information about a particular topic. Today, you are going to write a <b>recipe</b> for something you could help your family make at home. A recipe is a set of directions for making a food or beverage. A good recipe has: a title, the time it takes to prepare/cook, equipment/ingredients required, number of servings, method (the steps to follow in order to make the food or beverage).			
Reading	Read for 20 minutes			
Comprehension	Choose a book you have read before or have listened to on Youtube. If you could have a conversation with one of the characters in the story, which character would you choose and what would you talk about?			
<u>I Spy Sums</u> Players: 2 Materials: Deck of cards (remove cards: Jack, Queen, King), paper of pencil			k, Queen, King), paper and	
	How to Play: Deal out the entire deck of cards in a 13 x 4 array.			
Maths Game	One player challenges the other player to find cards next to each other, either vertically or horizontally, that add to make a number by saying, "I spy two cards with a sum of 7," or "I spy three cards with a sum of 18."			
	The other player looks for cards that add to make the sum and removes them. Players swap roles. As large gaps appear, the size of the array may be reduced to help fill the gaps.			

Maths Problem Solving	The Pet ShopThe Pet Shop had 15 rabbits.8 of them were sold, and 5 more were brought in.How many rabbits did the Pet Shop have now?
Creative Arts	Do you have some fruit or vegetables in your kitchen? Have a go at making some <b>fruit art</b> ! There are lots of different designs on Google Images that you can have a look at.

## Tuesday

Spelling	Write your spelling words and record the <b>syllables</b> and <b>sounds</b> in each of your words.			
Sentence of	Learning Intention: We are learning to use adverbs to describe verbs in			
the day	our sentences.			
	Use an adverb to describe the underlined verb in this sentence (tell how the girl played):			
	The girl <u>played</u> with her kitten.			
Writing	Today, you are going to write another <b>recipe</b> . However, this time we want you to use your imagination to create a food/beverage that does not exist yet. You still need to ensure that your recipe has all the components of a good recipe: a title, the time it takes to prepare/cook, equipment/ingredients required, number of servings, method (the steps to follow in order to make the food or beverage).			
	If you are looking for inspiration take a look at books such as 'Wombat Stew' and 'George's Marvellous Medicine'.			
Reading	Read for 20 minutes			
Comprehension	Choose a story you have read before or listened to on Youtube. Draw your favourite scene from the book and explain why you have chosen this scene.			
Maths Game	<ul> <li><u>I Spy Sums</u> Players: 2 Materials: Deck of cards (remove cards: Jack, Queen, King), paper and pencil</li> <li>How to Play: Deal out the entire deck of cards in a 13 x 4 array.</li> <li>One player challenges the other player to find cards next to each other, either vertically or horizontally, that add to make a number by saying, "I spy two cards with a sum of 7," or "I spy three cards with a sum of 18."</li> </ul>			





#### Wednesday

Spelling	Write all of your words in <b>sentences</b> .	
Sentence of the day	Learning Intention: We are learning to use adverbs to describe verbs in our sentences.	
	Use an adverb to describe the underlined verb in this sentence (tell how the puppy ran):	
	The puppy <u>ran</u> across the grass.	
Writing	Today you are going to write a <b>list</b> . A list is a set of things which all belong to a particular category, written down one below the other. They are often created to remind ourselves or help us organise something. The topic for your list is: <b>'Favourite Movies'</b> .	
Reading	Read for 20 minutes	
Topic talk	Persuade Mr Hughes to build a fun park at Rosemeadow Public School! Remember you will need to include strong arguments to convince him it is a good idea! Remember to include a sizzling start, backfill (stating your opinion), argument 1, argument 2, argument 3 and exciting ending.	

	<u>I Spy Sums</u> Players: 2 Materials: Deck of cards, paper and pencil Extension: Jack worth 11, Queen worth 12, King worth 13, paper and pencil How to Play: Deal out the entire deck of cards in a 13 x 4 array.		
Maths Game	One player challenges the other player to find cards next to each other, either vertically or horizontally, that add to make a number by saying, "I spy two cards with a sum of 7," or "I spy three cards with a sum of 18."		
	The other player looks for cards that add to make the sum and removes them. Players swap roles. As large gaps appear, the size of the array may be reduced to help fill the gaps.		
	The Library		
Maths Problem Solving	There were 18 books on the top shelf, 12 on the middle shelf, and 16 on the bottom shelf. How many books were there altogether?		
Sport	Complete three rounds of the stability circuit throughout the day!		

## Thursday

Spelling	<b>Pictures:</b> Say the word aloud, write the word, draw a picture for each of your spelling words.		
Sentence of the day	Learning Intention: We are learning to use adverbs to describe verbs in our sentences.		
	Use an adverb to describe the underlined verb in this sentence ((tell how they splashed):		
	The children <u>splashed</u> in the water.		
Writing	<ul> <li>Today you are going to write a set of instructions on how to play a card game, think Uno, Snap, Go Fish, Memory. It might be useful to select a card game you have played plenty of times and as such are familiar with how to play. Instructions are information about how to do or use something. Some important things you should remember when writing your instructions: <ol> <li>Make the objective/goal of the game clear for the players.</li> <li>List the materials/equipment needed to play the game.</li> <li>Provide instructions on how to set up the game, preparation of the equipment before the game begins.</li> <li>Explain how to win the game.</li> </ol> </li> </ul>		

	<ol> <li>Describe the rules - be as specific as for the players.</li> <li>Include information about what cer tell the players what they can do</li> <li>Explain how the game ends</li> <li>You can also include information on how r</li> </ol>	tain cards enable the player to do,	
Reading	Read for 20 minutes		
Comprehension	Choose a book you have read before. Combine two characters in the story to invent a new character! What name would you give it, what would it look like and what would be the character's role in the story?		
Maths	L Spy Sums Players: 2 Materials: Deck of cards, paper and pencil Extension: Jack worth 11, Queen worth 12, King worth 13, paper and pencil How to Play: Deal out the entire deck of cards in a 13 x 4 array.		
Game	One player challenges the other player to find cards next to each other, either vertically or horizontally, that add to make a number by saying, "I spy two cards with a sum of 7," or "I spy three cards with a sum of 18."		
	The other player looks for cards that add to make the sum and removes then Players swap roles. As large gaps appear, the size of the array may be reduced to help fill the gaps.		
Maths Problem Solving	The party If 7 taxis arrive at the party at the same tim carrying 5 passengers. How many guests arrived at once?	ie, each	
Health	<section-header><section-header><section-header><section-header><complex-block><complex-block><text></text></complex-block></complex-block></section-header></section-header></section-header></section-header>	<ul> <li>Today we're looking at keeping yourself safe with personal interactions (NO, GO, TELL).</li> <li>1. Write down all of the different emotions that we as human beings can feel eg: happy, sad, excited, scared, surprised, angry etc.</li> <li>2. Circle all of the good (safe) emotions in a coloured pencil.</li> <li>3. Trace/ outline both of your hands. On one hand write the names of five adults that you trust eg: Mum, Dad etc. On the other hand write the names of five places you feel safe eg: your house, school, the police station etc.</li> <li>4. Reflection: If you are ever in an unsafe situation you must say NO, GO to a safe place and TELL a trusted adult about it.</li> </ul>	

# Friday

Spelling	Get someone to test you on your spelling words or do a <b>look cover write check</b> with them.		
Sentence of the day	Learning Intention: We are learning to use adverbs to describe verbs in our sentences.		
	Use an adverb to describe the underlined verb in this sentence (tell how the sun rose):		
	The sun <u>rose</u> in the sky.		
Writing	Today, you are going to write another set of <b>instructions</b> . However, this time you are going to create your own card game, board game or outdoor activity and then design instructions that will enable people to play your game. Check the Thursday writing lesson to ensure that you include all the important parts of a good set of instructions. Remember no-one will have played your game before so it is important that your instructions are clear and specific. This will help the players know exactly how to play.		
Reading	Read for 20 minutes		
Comprehension	Choose a book you have read before or listened to on YouTube. Describe how you think the main character feels in the beginning of the story. Compare this to how the characters' feelings change at the end of the story?		
Maths Game	<u>I Spy Sums</u> Players: 2 Materials: Deck of cards, paper and pencil Extension: Jack worth 11, Queen worth 12, King worth 13, paper and pencil How to Play: Deal out the entire deck of cards in a 13 x 4 array. One player challenges the other player to find cards next to each other, either vertically or horizontally, that add to make a number by saying, "I spy two cards with a sum of 7," or "I spy three cards with a sum of 18."		
Maths	The other player looks for cards that add to make the sum and removes them. Players swap roles. As large gaps appear, the size of the array may be reduced to help fill the gaps. The fundraising dinner The school is holding a fundraising dinner. 4 families would		
Problem Solving	like 12 tickets each. How many seats do they need to fit all their guests at their table?		
Creative Arts	Wake nature shadow art!Collect some rocks, leaves, sticks and/or flowers from your backyard.Have fun decorating your shadow! You can use your arms and hands to create shapes too.Don't forget to take a picture and upload it to Seesaw.		

MON	DAY Maths			
Fractio	ons including Mixed Numbers			
WRITE pictu	E the fractions represented by these res:	DRAW	the fraction shown below:	
1.		5.	$\frac{1}{3}$	
2.		6.	$\frac{1}{4}$	
3.		7.	$1\frac{1}{2}$	
4.		8.	$2\frac{1}{4}$	
TUESD	DAY Maths			
Fractio	ons of a collection			
dar coc	1. A choc-chip cookie has 8 chocolate chips. Half are dark chocolate chips and the other half white. Draw this cookie and write the fraction of dark chocolate chips beside the picture.			
2. A quarter of the leaves on a seedling are not looking very healthy. Colour a quarter of the leaves yellow and write this fraction beside the picture.				
3. D	3. Draw a bunch of flowers and colour 1/2 of them orange.			
4. D	4. Draw a group of faces. Make sure 1/4 of them have long hair.			
5. Draw a school of fish. 1/8 of the fish should have spots.				
	VESDAY Maths			
Fractions of a collection				
1. ½ of 8 carrots =				
2. ¼ of 8 triangles =				
3. ½ of 12 apples =				
4. 1/5 of 10 squares =				
5. 1/5 of <b>10</b> =				

6. ¼ of **20** =

Fractions of a collection

#### 1. 1/3 of **15** =

## 2. 1/8 of **24** =

3. How many students went on the music camp if 1/5 of 30 children in our class went?

4. How many points did Ashleigh score if she scored

<sup>1</sup>/<sub>4</sub> of her team's total score of 24?

FRIDAY Maths

Millimetres

Use a ruler to measure these items. Remember that 1 centimetre is equal to 10 millimetres. Record your answers.

- 1. A pencil
- 2. A key
- 3. Your thumb
- 4. A die

In your books draw lines of these lengths:

- 1. 50 mm
- 2. 80 mm
- 3. 120 mm