

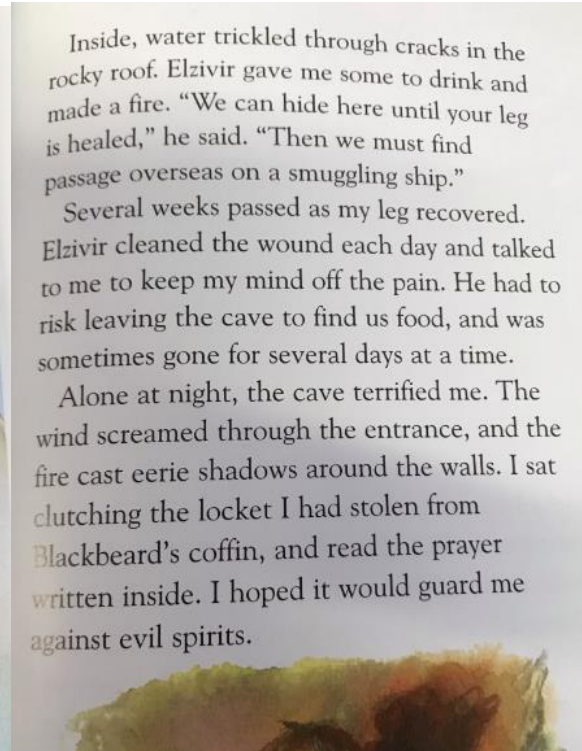
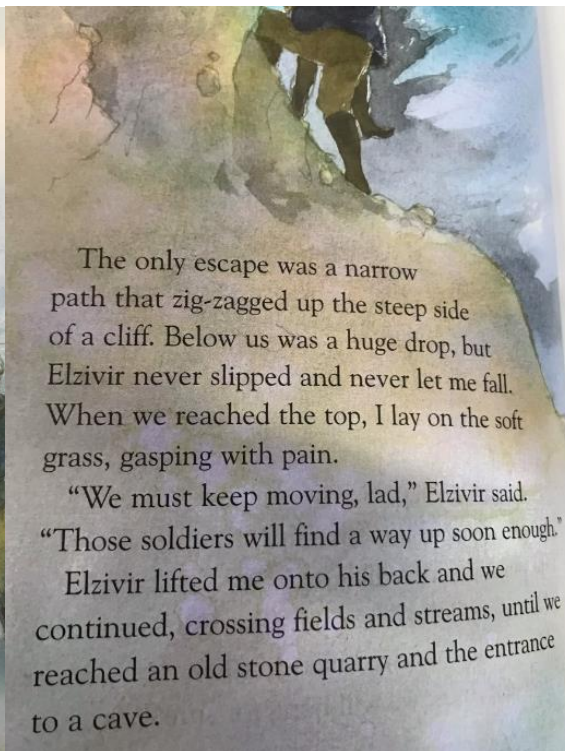
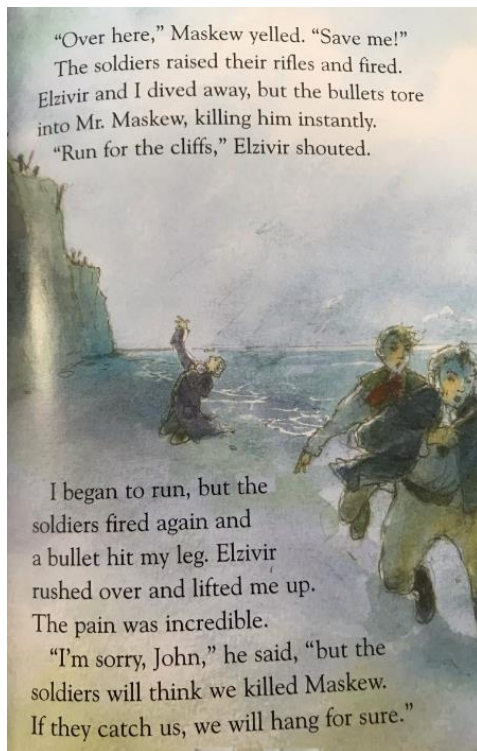
## Year 3 – Suggested Activities for the Week Beginning 29th June

These are suggested activities for the week. The activities in green are an alternative to using the internet.

Time Guidance	Monday	Tuesday	Wednesday	Thursday	Friday
30 mins	<b>PE with Joe Wicks</b> <a href="https://www.youtube.com/watch?v=Na1rzigYISU">https://www.youtube.com/watch?v=Na1rzigYISU</a>	<b>PE with Joe Wicks</b> <a href="https://www.youtube.com/watch?v=Na1rzigYISU">https://www.youtube.com/watch?v=Na1rzigYISU</a>	<b>PE with Joe Wicks</b> <a href="https://www.youtube.com/watch?v=Na1rzigYISU">https://www.youtube.com/watch?v=Na1rzigYISU</a>	<b>PE with Joe Wicks</b> <a href="https://www.youtube.com/watch?v=Na1rzigYISU">https://www.youtube.com/watch?v=Na1rzigYISU</a>	<b>PE with Joe Wicks</b> <a href="https://www.youtube.com/watch?v=Na1rzigYISU">https://www.youtube.com/watch?v=Na1rzigYISU</a>
30 – 40 mins	<b>English</b> Read the next three pages of Moonfleet, found underneath the timetable. John and Elzivir find themselves trapped inside the cave, hiding from the Magistrate and the army. It must have been terrifying! How do you think they survived? What jobs might you do in order to survive? Write some INSTRUCTIONS explaining how to survive in a cave. To challenge yourself, explain WHY the job is important. For example: 1. Find water. You must do this as humans cannot survive for very long without drinking fresh water.	<b>English</b> We are going to think again about how frightening it must have been hiding in the cave, especially at night, with an injured leg. Write a diary entry, showing how tough life was for John and the uncertainty he faced. This is my beginning:  Dear diary, I have been here inside this dark, damp cave for too long now. My mind is beginning to play tricks on me as I hear footsteps approaching day and night. I fear that Elzivir will be caught when he is searching for food, then what would come of me?	<b>English</b> Continue to read on, under “Wednesday”. It’s only a short page!  John has suddenly discovered a secret message hidden within the prayer that he had stolen from Blackbeard.  Imagine you are a smuggler and you want to tell someone where your treasure is hidden.  Write a four line poem or prayer but in each line make one word bolder than the others so it sells an instruction. Look closely at Blackbeard’s clue: EIGHTY FEET DOWN WELL.	<b>English</b> <a href="https://www.english-heritage.org.uk/visit/places/carisbrooke-castle/history/">https://www.english-heritage.org.uk/visit/places/carisbrooke-castle/history/</a>  Carisbrooke castle is a real place. Follow this link to find out more about it.  Write 10 facts about the castle that you find on their website.  If you do not have access to the internet, draw a picture of what you think the castle would look like based on evidence from the text.	<b>English</b> Read Friday’s extract.  Mr Aldobrand told John and Elzivir that the diamond was fake! Do you believe him or do you think he has an ulterior motive?  It’s prediction time! What do you think will happen next? Will Mr Aldobrand go after the diamond and find it? Will there be a fight? Remember to use powerful adjectives to describe how the characters would be feeling!
30 – 40 mins	<b>Maths</b> <a href="https://whiterosemaths.com/home-learning/year-3/">https://whiterosemaths.com/home-learning/year-3/</a>  Lesson 1 – To draw accurately  OR: Using a ruler, draw lines that have answers in the 2 times table: 2cm, 4cm, 6cm etc.	<b>Maths</b> <a href="https://whiterosemaths.com/home-learning/year-3/">https://whiterosemaths.com/home-learning/year-3/</a>  Lesson 2 – To recognise and describe 2d shapes  OR: What 2d shapes can you spot in the environment? Draw them and name them.	<b>Maths</b> <a href="https://whiterosemaths.com/home-learning/year-3/">https://whiterosemaths.com/home-learning/year-3/</a>  Lesson 3 – To recognise and describe 3d shapes  OR: What 3d shapes can you spot in the environment? Draw them and name them.	<b>Maths</b> <a href="https://whiterosemaths.com/home-learning/year-3/">https://whiterosemaths.com/home-learning/year-3/</a>  Lesson 4 – To tell the time to the nearest 5 minutes  OR: Ask a grown up to help you tell the time. Start with hours, then half past, then quarter past and quarter to. When you are ready, move on to 5 minute jumps.	<b>Maths</b> <a href="https://whiterosemaths.com/home-learning/year-3/">https://whiterosemaths.com/home-learning/year-3/</a>  Maths Challenge time!  OR: Have a go at the mental maths questions on Fridays page.
30 mins	<b>Topic Science</b> Bones, bones, bones! Look at the names for different	<b>Topic Science</b> Bones, Bones, Bones! Look at the skeleton found in the	<b>Topic History</b> If you were in school, we would be learning about Smugglers, to link to	<b>Topic PHSE – Wellbeing</b> During Lockdown, life has changed so much and you won’t have seen	<b>Topic Art</b> When we use a pencil to sketch, it

	bones found in the resources section of the school website. Have a go at drawing your own skeleton and labelling each bone with the correct names. This is trickier than it sounds!  <b>Save this drawing as you can use it again tomorrow!</b>	resources section of the website.  The skeleton has different functions. Have a go at the tasks next to the skeleton.  <b>Alternatively, use the skeleton you drew yesterday to save printing this one off!</b>	our Moonfleet book.  Read the description of a fearless smuggler (below this timetable).  Imagine you were the local Cornish police. Design a WANTED! Poster so that people would know what he looks like!	as many people as you usually would. You haven't even been to school!  Write a letter to yourself, listing all the positive things that you can take from Lockdown. Maybe you have spent more time with your family, been outside more, learnt a new skill! Put the letter somewhere safe to read in a years time!	is important to think about shading as this can be an effective way to add detail.  Look at the pencil sketches at the bottom of this timetable (and also on the website).  Can you try sketching a ball and making it look 3d by adding shading? Good luck!
10 mins each	<b>Reading / Handwriting/ Spellings</b> Read every day and use the Y3 spellings in your home school diary to practise your handwriting.	<b>Reading / Handwriting/ Spellings</b> Read every day and use the Y3 spellings in your home school diary to practise your handwriting.	<b>Reading / Handwriting/ Spellings</b> Read every day and use the Y3 spellings in your home school diary to practise your handwriting.	<b>Reading / Handwriting/ Spellings</b> Read every day and use the Y3 spellings in your home school diary to practise your handwriting.	<b>Reading / Handwriting/ Spellings</b> Read every day and use the Y3 spellings in your home school diary to practise your handwriting.

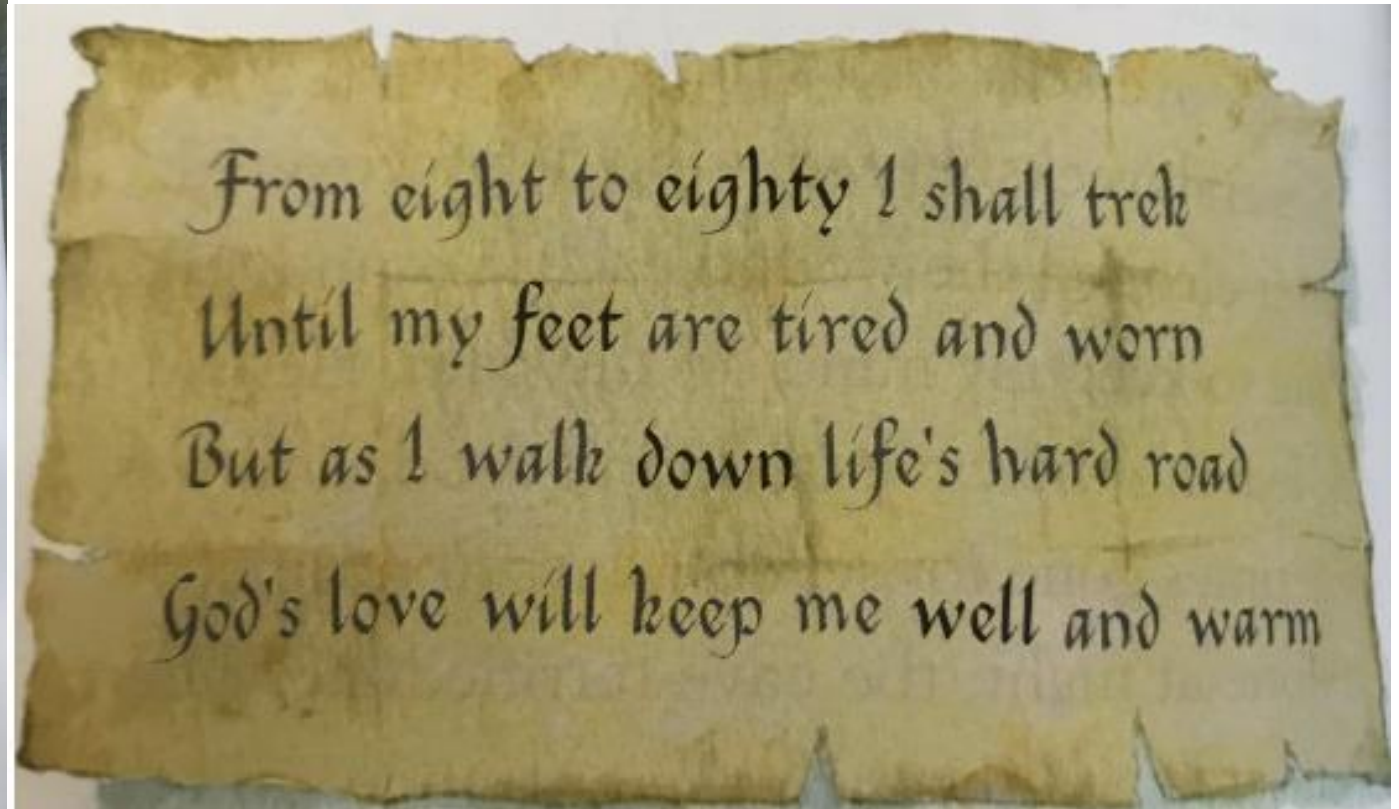
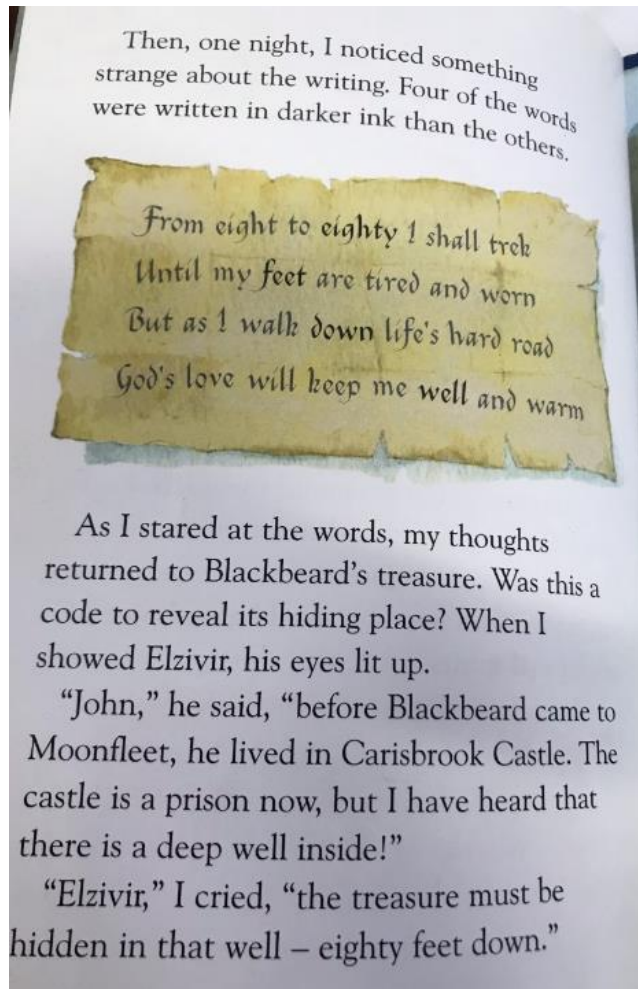
## Monday



## Tuesday

No extract today.

## Wednesday

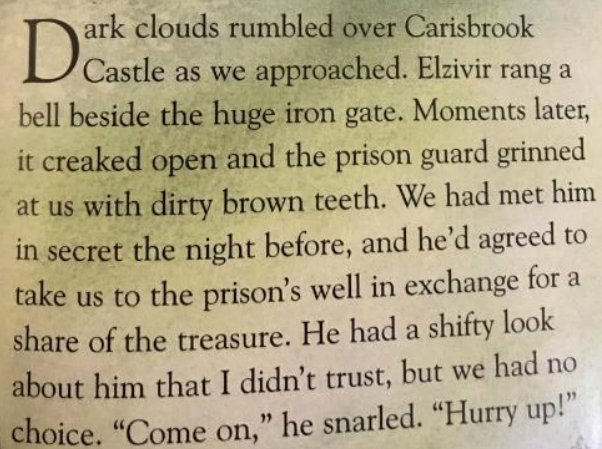


**Cruel Coppinger** is a semi-legendary figure in Cornish folklore. Coppinger was a real person. He is portrayed as huge and fearsome who after being shipwrecked off Cornwall became the leader of a feared band of smugglers.

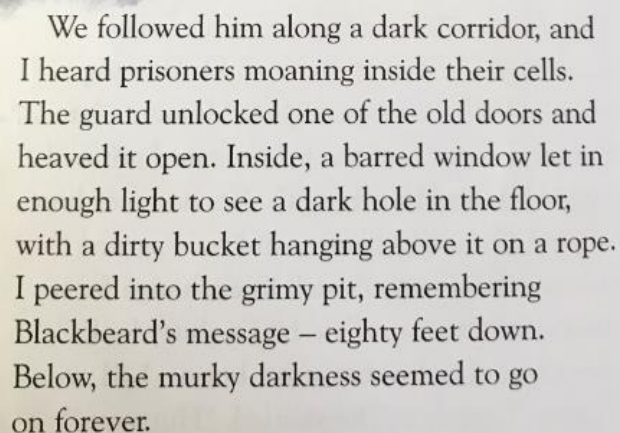
According to legend, one night, during a great storm, a ship got into trouble near the shore of Cornwall. The local inhabitants turned out to the beach as they often would when there was a chance that a ship would be wrecked and valuable commodities washed up on shore.

On the deck of the ship they saw the lone figure of huge man, who, leaping into the sea, waded through the surf until he reached the shore. There he grabbed the cloak of an old woman and leapt up on the horse of a young woman who had come down to the shore. Shouting something in a foreign tongue, later held to be the language of the Vikings, he rode off with the girl and made his way to her house where he installed himself, uninvited. He announced himself as Coppinger from Denmark.

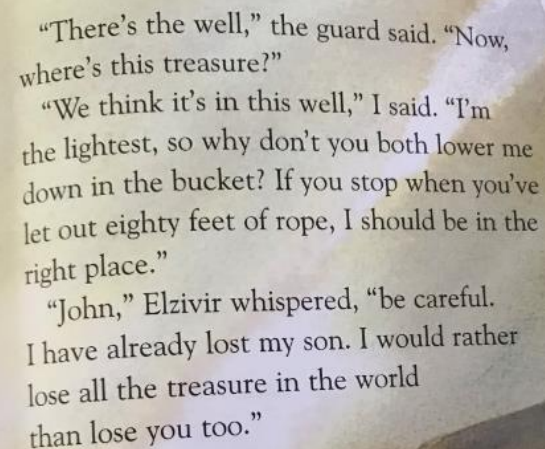
## Thursday

A photograph of a page from a book with a yellowish, aged appearance. The text is in a serif font and describes a scene at Carisbrook Castle. The first letter 'D' is significantly larger than the rest of the text.

Dark clouds rumbled over Carisbrook Castle as we approached. Elzvir rang a bell beside the huge iron gate. Moments later, it creaked open and the prison guard grinned at us with dirty brown teeth. We had met him in secret the night before, and he'd agreed to take us to the prison's well in exchange for a share of the treasure. He had a shifty look about him that I didn't trust, but we had no choice. "Come on," he snarled. "Hurry up!"

A photograph of a page from a book with a light, slightly textured appearance. The text is in a serif font and describes a dark corridor with prisoners and a barred window.

We followed him along a dark corridor, and I heard prisoners moaning inside their cells. The guard unlocked one of the old doors and heaved it open. Inside, a barred window let in enough light to see a dark hole in the floor, with a dirty bucket hanging above it on a rope. I peered into the grimy pit, remembering Blackbeard's message – eighty feet down. Below, the murky darkness seemed to go on forever.

A photograph of a page from a book with a light, slightly textured appearance. The text is in a serif font and describes a conversation about a well and treasure. The text is arranged in two paragraphs.

"There's the well," the guard said. "Now, where's this treasure?"  
"We think it's in this well," I said. "I'm the lightest, so why don't you both lower me down in the bucket? If you stop when you've let out eighty feet of rope, I should be in the right place."  
"John," Elzvir whispered, "be careful. I have already lost my son. I would rather lose all the treasure in the world than lose you too."

**Continued on the next page.**

I climbed into the bucket, and Elzivir and the guard lowered me into the dreadful depths. Above, the hole grew smaller and smaller.

"John," Elzivir shouted finally, "you're eighty feet deep now."

Raising the guard's lamp, I looked around. The bricks were mossy and worn with age. But, as I leaned closer to the wall, I noticed that one of them was not as old as the others. My heart raced – had I found it? I carefully pulled the brick from the wall. Behind it was a small gap... and in it sat a tiny bag. My fingers trembled as I pulled it out and peered inside.

"Have you found anything?" the guard shouted.

Inside the bag was a huge diamond, the size of a walnut.

"Yes," I shouted, "I've found the treasure! Pull me up!"



As soon as I reached the top, I jumped from the bucket, holding up the bag triumphantly. Then I froze – the guard was pointing a pistol right at me. "Give me the treasure," he growled, "or I'll kill you."



Suddenly, Elzivir leapt at him and they fell into a savage fight. The guard was bigger than Elzivir, but not as strong. Just as he charged again, Elzivir flipped him over his shoulder. I heard a terrible scream as the guard plunged into the well and fell to his death.

"Quickly John," Elzivir cried, "another guard might come."

The prison gates slammed shut behind us as we raced away with the treasure.

Activate Windows

**Friday**

That night, Elzivir arranged for a ship to take us to The Hague, a city in Holland. He had heard that it was a good place to sell jewels. I sat on deck, holding the diamond and watching it sparkle in the moonlight. Elzivir stared at the stone too, but he looked worried.

"John," he said, "ever since you first looked for that treasure, luck has run against you. I think that diamond is cursed."  
But I didn't listen. Instead, I thought about how I would return to Moonfleet a rich man and marry Grace.

In The Hague, we learned that the richest diamond dealer, a man named Mr. Aldobrand, lived in a huge white mansion on the outskirts of the town. I knocked on the door, and an old man with wrinkled skin answered.

"Are you Mr. Aldobrand?" I asked. "We've come all the way from Moonfleet with a diamond to sell."

The old man plucked the jewel from my hand, and studied it for a long moment.

"Come in then," he said finally.

Mr. Aldobrand led us along a hallway, where several guards sat watching us suspiciously. "Don't worry about them," Mr. Aldobrand muttered, "they're just for security."

He guided us into a study filled with dusty books. The sun was just setting and its red light fell through the large bay windows. Mr. Aldobrand sat at a desk inspecting the diamond with a magnifying glass as I fidgeted with suspense.

"Well," I asked, "how much is it worth?"

"Nothing," Mr. Aldobrand said. "I am sorry, but this diamond is a fake. It's glass."

"Fake?" I said. "That's not possible!"


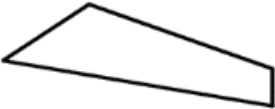
"I assure you it is," he replied.

"But I will still pay you ten pounds for it."

Elzivir snatched the jewel from the desk. "We did not come here for pennies," he cried. "I am glad to be rid of the thing!" And he hurled the diamond out of the window.



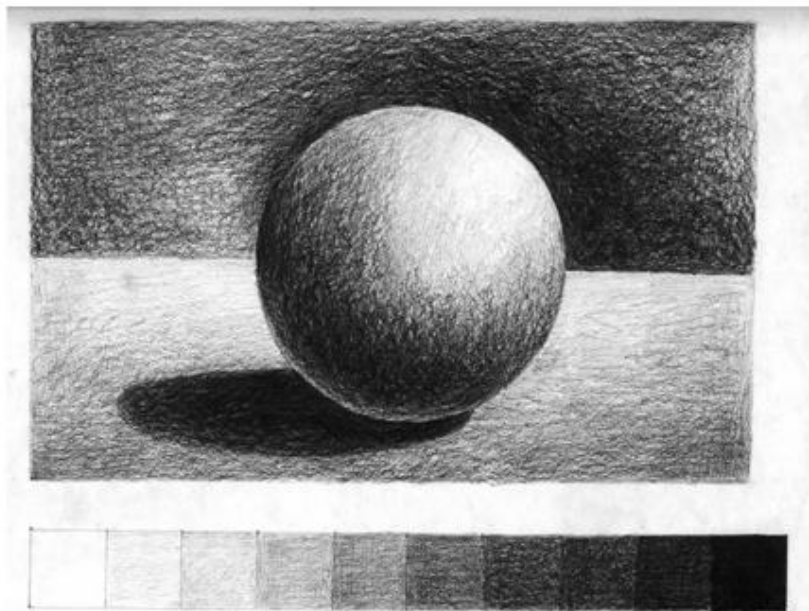
I watched in horror as the jewel landed in a flowerbed outside. Elzivir stormed off, but as I went to follow him, I caught Mr. Aldobrand looking to see where the diamond landed too.

1)	$62 - 11$	
2)	$4 + 8 + 11$	
3)	$700 + \underline{\quad} = 782$	
4)	<p>What fraction is shaded?</p> 	
5)	The time is 4:30pm. What will the time be in an hour and a half?	
6)	Write down the number seven hundred and sixty.	
7)	Subtract the number of days in a week from the number of months in a year.	
8)	What is the next number: <b>36 39 42 45 48</b> <u>   </u>	
9)	<p>How many lines of symmetry?</p> 	
10)	Frazer has 4 TENS. Sally has 25p. How much more does Frazer have?	

# Drawing

Drawing is the art of creating a picture, plan, or sketch by making lines and marks on a surface.

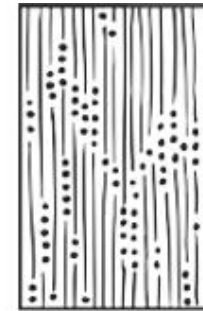
Shading is used to make a drawing appear 3D.



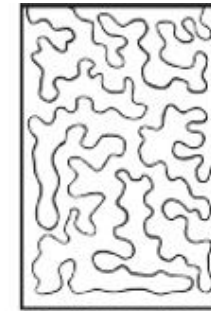
Contour Line



Broken Line



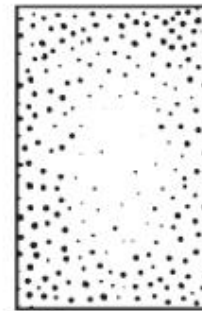
Dots and Lines



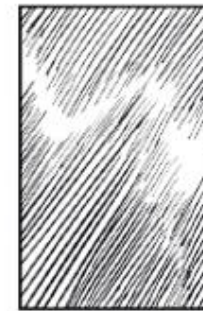
Continuous Line



Curves



Dots



Diagonal Line



Directional Line



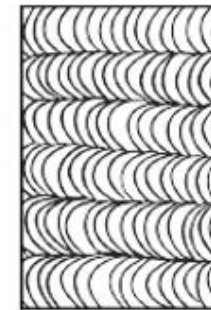
Cross Hatching



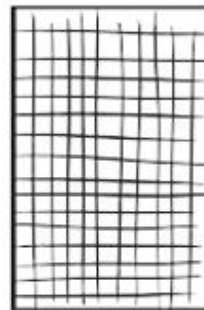
Scribble



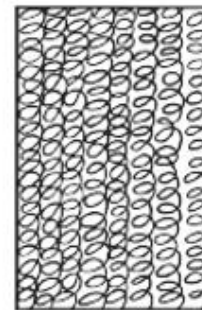
Waves



Curved Line



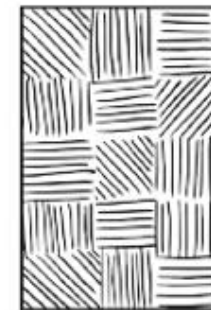
Horizontal/  
Vertical



Looped Line



Thick Line



Dashes