Year 3 Homework Grid Autumn 2

Each week, please complete one of the activities from the grid below. Don't forget to stick your work into your homework books. Bring your homework book in every Monday for your teacher to have a look at your work.

This terms topic is: Disney

On Google Classroom are some Ordering Numbers challenges. Have a go and see if you can use your knowledge of hundreds, tens and ones in place value to tackle them. Can you do the challenge sheet?	Use this melody maker to create your own pentatonic (a 5-note scale) melodies. https://musiclab.chromeexperiments.com/Melody-Maker/	What is your favourite Disney film? Write a paragraph persuading me to watch it.	Practise your times tables regularly, on TTRS. Can you improve your scores each time you play?
Come up with a new character for a Disney film. Will they be male or female? A strong, powerful leader or a manipulative, cunning troublemaker? Draw your character and write a character description - remember those expanded noun phrases.	Design a new ride for a Disney resort. It could be a rollercoaster, a water ride, or a ride based on the journey in a film. How will you keep your passengers safe on the ride? How will the ride move? Draw your ride, build it with lego, or try to make it with any recycling items you have at home. Do not buy anything to make your ride!	Watch a Disney film you haven't seen before. Describe one of the main characters - think about what they look like and what their personality is like. Try to use expanded noun phrases (adjective, adjective, noun) in your writing.	Research one of the Disney resorts. Where is it? What rides do they have? If you can, try and download a map of the park and use the key to help you understand where things are in the park.
How did Disney begin? Put that question into Google and see what results you get! Are you surprised by anything you read?	Pick your favourite Disney character and draw them. Take your time and try to get as much detail in as you can. It's easiest if you can find a picture to copy.	Do an experiment to see what surfaces will slow a toy car down most. You will need to have a toy car to use, and different surfaces to push it along. How will you make sure you push the car with the same force each time? How will you keep it a fair test? Record how far the car moves each time. Which surface had the most friction with the car? How do you know?	If you have some, have a play with a couple of magnets. Do they always attract each other? What happens if you turn one round the other way? How does it feel when they repel each other? How many things at home can you find that your magnet will stick to?