

YR3 Oak/Jupiter Class Home Learning Week Commencing 17th January 2022



Art

LO: To experiment creating tones with primary colours.

In today's lesson we are focusing on creating different tones using only primary colours and white.

You can't use black, so you need to think carefully about which colours you could use to make a tone darker.

Work through the PowerPoint, and look at the Cave Painting example, see if you could create similar colours and tones that you can see within the cave painting.

<u>RE</u>

LO: To understand the story of Prophet Adam in the Quran.

In this lesson, we are looking at what happened next after the creation story. Use the PowerPoint to find out about the Quran and the story of Prophet Adam, the first prophet sent by Allah.

Then, choose the differentiated fact file that matches your ability and complete about Prophet Adam.

French

LO: To use simple conjunctions to link vocabulary for clothes and accessories.

Continuing from last lesson, we are looking at using the connective 'et' to link clothing.

Use the PowerPoint to practice this and then complete the cutting and sticking activity.

Write a short sentence to label two pieces of clothing using the connective 'et.'

Science

LO: To describe how fossils are formed.

In today's session we are going to understand how fossils are formed and have a go at explaining the difference between a bone and a fossil by ordering the steps of how a fossil is formed.

Work through the PowerPoint, then complete the Fossilisation Process Activity Sheet. There are different levels, so choose the level you are most comfortable with.

For a challenge, could you find out why do we have fossils for some animals and not others?

PE

Complete a Joe Wicks 30-minute workout



Music

We are continuing to learn our song, 'I Wanna Play In A Band.'

This week, practice the notes c sharp and d sharp on the recorder that we learnt last week.

Following along with the video, can you practice the words and actions for our song. Remember to stay in time and in tune!