

Year Group	3	Week	Beginning
26th January			
Reading			
Reading	Read 30 mins a day – 5 times a week. Accelerated Reader quizzes can be taken at home.		
Emile - Login			
Go to: https://emile-education.com/ Click 'Premium Log In' Click 'Student Log In' The best option is to 'Get the Student App' – this allows more features Alternatively click 'Browser Version' Log in using Homefield Primary School Username and password – the same as Accelerated Reader			
Grammar & Spelling			
Log in to your Emile account to access			
Emile Grammar	When logged in, complete the important Grammar task set for you by your teacher. Once this has been completed, you can then access additional grammar games.		
Emile Spelling	Select Tasks when logged in. Enter the following code: SY3T2AW5L If you have Bespoke spellings, do not enter the code. Instead, select Spelling – Go To Heim – Select Rating Game		
Spellings	arrive, decide, describe, guide, surprise, favourite, imagine, promise		
Maths			
Log in to your Emile account to access			
Emile Maths	When logged in, complete the important Maths task set for you by your teacher. Please note the task may not be called Maths – it will be named after an area of maths, e.g. Place Value Task. Once this has been completed, you can then access additional maths games.		
Log in to your Numbots / TT Rockstars to access			
Numbots / TT Rockstars	Numbots – log in and undertake a variety of 'Challenge Mode Tasks'. If this is too challenging, continue with story mode. Recommended 3-5 mins per day.		
Wider Curriculum (half-termly)			
	Knowledge Organisers	Games	
Art	Painting	<i>Coming Soon</i>	
DT	Tower Making	Wordwall	
Geography	How clean is our air?	<i>Coming Soon</i>	
Science	Forces and Magnets	Forces Tasks Magnets Tasks	
Safety (half-termly)			
Online Safety	<p>Spring Term Focus: Understanding how to stay safe online, the importance of privacy, and handling cyberbullying. Activities could include:</p> <ul style="list-style-type: none"> ○ Create rules for safe internet use at home and school. ○ Learn about strong passwords with a fun activity like creating rhymes or acronyms. ○ Role-play scenarios on what to do if someone sends them a suspicious link or message. <p>https://www.childnet.com/young-people/4-11-year-olds/get-smart/</p>		