Welcome to Summer 1!

This term we will be focusing home learning on 'Maps and map reading'. This will help consolidate the learning taking place in school.

All pupils must complete the tasks by Thursday 23rd May 2024.

All pupils are expected to do the following weekly set task alongside:

- ✓ Daily reading—The expectation is that your child will read daily for a minimum of 20 minutes at home. Evidence reading on the reading log app.
- Weekly maths My Maths home learning tasks, TTRS, maths games and activities on OneNote
- ✓ Weekly Spellings see below

Education must develop every child's personality, talents and abilities to the full (UNCRC Articles 28 & 29). We can't wait to see what you do and look forward to seeing your wonderful home learning.

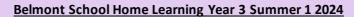
Yours Sincerely,

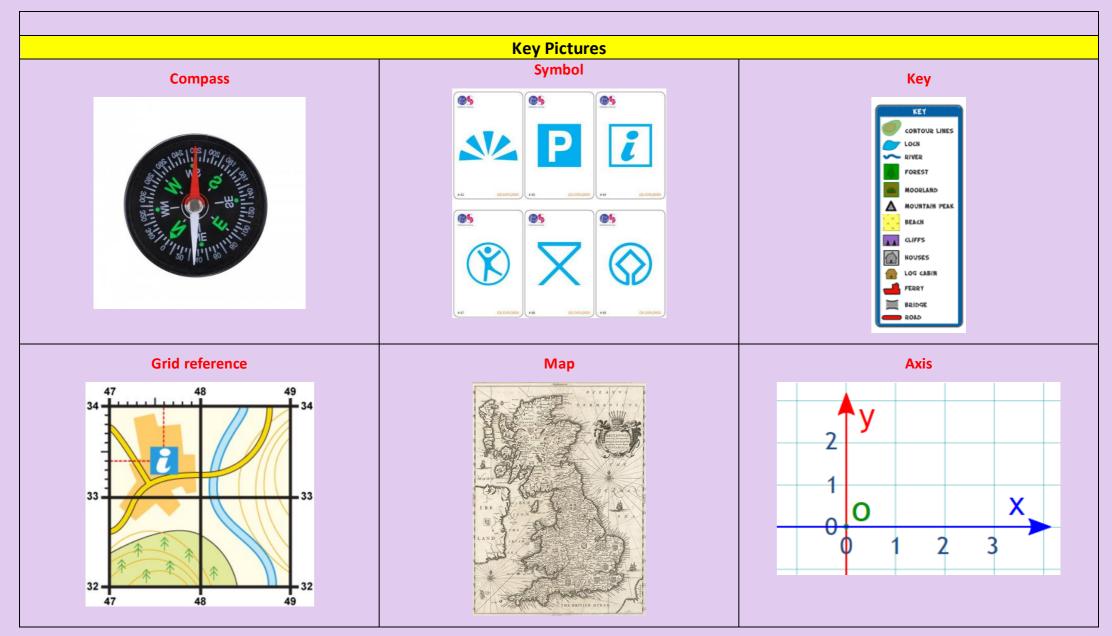
Year 3 Team

Focus: Maps and map reading

Some facts:

- **Cartography** is the skill of mapmaking and map makers are often called **cartographers**.
- Years ago, before technology and civilisation, cave dwellers made simple maps to show where their hunting grounds were.
- Early cartographers included fake place names, so that they could catch anyone who copied their maps.
- An early map of the stars was found in cave paintings in France.
- The Mountains of Kong existed on maps of Africa for over 100 years, but they never existed. A cartographer had made an error.
- Google maps was released in 2005 and allows users to move into a 'street view' of the map, so the user can see what the plan looks like in three dimensions.
- Argleton is a fake town in Lancashire that appeared on Google Maps. It has never existed in real life and some people think that Google invented it to see if people broke copyright laws.
- If you are planning a route using an OS map, remember to note key features along your journey (using the map symbols) and take account of contour lines. Lines that are very close together indicate steep terrain which may be difficult to cross.
- There is really no such thing as an accurate map of the world because maps are flat and the planet is three dimensional.
- One of the earliest maps of the world is the famous Mappa Mundi. Mappa means cloth or towel and mundi means 'world'.



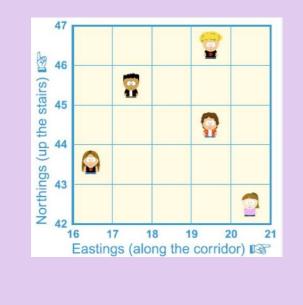


Key Vocabulary and definitions									
Compass	A compass is a tool for finding direction. A simple compass is a magnetic needle mounted on a pivot, or short pin. The needle, which can spin freely, always points north. The pivot is attached to a compass card.	Symbol	Symbols show important landmarks, places and areas. They are used because maps are usually too small to contain lots of writing. A key is a guide which explains what the symbols on the map mean. It is usually at the side of the map.						
Key	Apart from an item used to open a lock, the term key also refers to the information at the bottom of a chart, map or graph to explain the colours or symbols used in more detail.	Grid reference	A grid reference is a location on a map, which is found using the northing and easting numbered lines. Grid references are useful for helping a map user to find specific locations.						
Map	Maps can be drawings or models. They can help you find where you are and where you are going. They show symbols (pictures) for places such as car parks or places of worship like churches. They also have a key, which tells you what the symbols mean. Maps can help you find your way using directions.	Axis	An axis is a reference line for measuring coordinates on a coordinate plane. The Cartesian coordinate plane has an x-axis (horizontal) and y-axis (vertical), and they intersect at the zero point.						
Coordinates	A point on a grid has two numbers to identify its position. These numbers are known as coordinates. Coordinates are always written as the number of steps across first, then the number of steps up or down. Grids have two axes.	Directions ✦ ✦ ✦ ✦	Direction follows an imaginary line connecting two points. Something following the line is moving in that direction. People show directions by pointing.						

Home Learning Tasks for 'Maps and map reading'									
Week 1: Make your own compass	Week 2: Make a map	Week 3: Battleships							
 What you need: A bowl of water, cork, sewing needle and a compass. 1) Rub the needle 50 times along the magnetic strip on a fridge door. Make sure you do this in one direction only. 2) Place the magnetised needle onto the piece of cork. 3) Gently place the needle and cork into the bowl of water. 4) The needle will turn and then come to a complete stop. It will be facing magnetic north. You can check this by placing the compass next to the bowl. https://www.bbc.co.uk/bitesize/articles/zfb6pbk#z33r 8p3 UNCRC Article 17 - I have the right to information. 	On your journey home from school, note down the buildings, shops and key features. Create your own symbols to represent these features and include them in your map key. If the provide the intervention of the provided states of th	Time to play battleships using your knowledge about grid references. Create your game and play. Upload your video to your OneNote page.							
Week 4: Grid references	Week 5: Physical features	Week 6: Comparing to London							

Using your map from week 2, add in grids and write down the grid references for the important buildings.

Give instructions using both grid references and compass directions to a friend, did they identify the correct building?



Draw a map of Yorkshire and identify the main physical features of the county, use a key, symbols and a compass.



Draw a map of London and identify the main physical features of the city.

What is similar and different to Yorkshire?

Use symbols, a key and a compass.



Belmont School Home Learning Year 3 Summer 1 2024

<u>Spellings</u>

Every week you will have a spelling test. Please learn the spellings.

Start with Group 1 and if you spell these correctly in your practice sessions, move on to Group 2 and so on.

	Week1	Week 2	Week 3	Week 4	Week 5	Week 6
Group 1	High frequency words	High frequency words	High frequency words	High frequency words	High frequency words	Reflect and review
	eyes	mother	play	soon	town	1
	gran	plants small	something took	top window	wish bed	
	King					
	morning	through	window	bear	because	
	park	why	bad	dark	did	
	shouted	baby	cried	first	fish	
Group 2	ly suffix	in prefix	il and im prefixes	ir prefix	inter prefix	Reflect and review
	quickly	inactive	illegal	irregular	interact]
	sadly	incorrect	illegible	irrelevant	interlock	
	automobile	incapable	illiterate	irrational	interview	
	antiseptic	indirect	immature	irresistible	intermingle	
	finally	invalid	impatient	irresponsible	interactive	
	supernatural	inaccurate	impolite	length	international	
	perfectly	inaudible	imperfect	material	interrupted	
	happily	breathe	immobile	minute	interchange	
	quietly	imagine	increase	natural	particular	
	operation	important	island	often	peculiar	
Group 3	homophones and near	homophones and near	words from across the	suffixes (vowel letters)	-sion and -tion endings	Review and
	homophones	homophones	<u>curriculum</u>			practice
	accept	fair	empire	forgetting	decision	
	except	fare	force	forgotten	television	
	affect	grate	conquered	beginning	explosion	
	effect	great	nutrients	beginner	confusion	
	ball	groan	pollination	preferred	tension	
	bawl	grown	germination	gardening	attention	
	berry	here	magnets	gardener	possessions	
	bury	hear	civilisation	limiting	question	
	brake	heel	transparent	limited	diversion	
	break	heal	opaque	limitation	permission	