

HOMEWORK SCHEDULE - Year Three

Total time allocation: approximately 1-1½ hours per week

Task	When given	Context
Reading	Three times a week	<ul style="list-style-type: none"> School reading book – child reading to parent, parent reading to child; Talk about story, settings, characters, encourage review (“What’s happened so far?”) and prediction (“What will happen next?”), explain new words and think about the author’s meaning.
Spellings	Weekly	<ul style="list-style-type: none"> The children will be taught a new spelling rule or phonic sound and then need to learn a list of words which practises the rule or sound. Children need to learn words in context. The number of words will vary based on the challenge. Statutory words are also given weekly. The children will then be tested on this weekly.
Literacy Activity	Weekly	<ul style="list-style-type: none"> Literacy activities are rotated each week according to the following cycle: Comprehension, Research/ short writing task, Comprehension, Writing task, Comprehension. GPS tasks are also given fortnightly. The final Literacy homework for each half term is also a themed, creative homework.
Tables and Maths activity	Weekly	<ul style="list-style-type: none"> Maths: An activity to support classroom Maths alongside a set of arithmetic questions. Children will be tested on the weekly times table focus. Times tables will be learnt in the following order: 2x, 5x, 10x, 3x, 4x, 6x, 8x, 7x, 9x, 11x and 12x. Children in Set 1 should know all of the times tables by the end of the year. The other sets will progress towards learning all of them.

Suggestions for other activities to do at home to develop children’s learning:

- Encouraging a wider interest in reading by regularly sharing books with a grown-up, talking about pictures, characters, events and sequence of stories, predicting the end or what will happen next, going to the library, fiction and non-fiction, comics and magazines;
- Using and applying mathematical skills – shopping (sum and change), telling the time, TV times (length of programmes in hour and/or minutes - What is the time now? How long until it starts? etc.), ingredients for cooking (weighing, measuring, estimating)
- Board games that encourage counting on and back, strategy games, memory and matching games, games with money, word games – e.g. Junior Monopoly, Scrabble, Mastermind, Draughts, Chess;
- Travel games – car number plates, car colours, numbers of cars/lorries/coaches/caravans etc.
- Encouraging learning in life situations – helping at home, in the garden, shopping, pocket money, party invitations, thank you letters, etc.
- Encourage a wide general understanding in local places of interest – trips and visits during the holidays or at weekends;