

Y3 Magic Homework Grid: Spring term

You must complete at least one piece of homework from each row. From one of the rows you could complete a second task for extra house points.

Communication	Write a set of instructions for making a magical potion. Remember to include: Rhetorical questions, what you will need, how you will carry it out and a final reminder or warning.	Find a picture of a magical setting (using the internet / a magazine etc) and write a detailed description of the setting. Remember to think about the senses (sight, sound, touch, taste, smell).	Pick a character from one of the magical stories we have been reading in class (or one that you have read at home) and write a character description.	Write a diary entry for one of the characters we have been studying in the stories we have been reading in class, e.g. Mr Tumnus, Lucy, Edward or Cinderella, the step-sisters.
Creative	Bake some magical cakes / biscuits using a recipe and your measuring skills. You could take a photo to show you measuring the ingredients or bring your magical bakes in! If you are doing this perhaps you could bring them in for Red Nose Day on Friday 24 th March to sell them and raise money for charity.	Design a uniform for your own school of witchcraft and wizardry. You must include: a cloak, a hat, a jumper, a scarf. You should draw it all and if you would like to sew / knit one of the items.	Design your own magical land or magical board game on paper. You should make it clear what each part is using a key or writing instructions if it is a game.	Get a (shoe) box and create a 3D magical scene inside. You could use one of the stories we have read in class for inspiration.
Knowledge and Understanding	Create your own magical project on Scratch using the website: https://scratch.mit.edu/projects/editor/?tip_bar=home You will need to save it and bring it in on a memory stick OR you can create your own account (you will need your parent's permission and their email address). You can then share it to the Scratch community and let me know what it is called so I can find it.	Research mythical creatures (e.g. griffin, hydra, Cyclops, minotaur) using books or the internet. You could also make a model of your own mythical creature (use your research to magpie ideas!)	Go on at least 3 of the fractions websites from below: http://www.topmarks.co.uk/maths-games/7-11-years/fractions-and-decimals Write down what you found out.	Prepare to perform a magic trick to the class. You can make any props that you might need as well, e.g. a top hat and a wand.

Remember you also have you spellings and times tables to learn every week!