

Term 3, 2018

Week 9 (11 September –)

Year 3 – 4

Reading and viewing – sequencing

Sequencing is the idea of putting events from a story into the correct order. It is a very useful way to get children to make meaning of what they read. For this week's reading task, your child will need to read the text 'Puggy Visits the Moon', an interactive picture and audio book which can be found on:

<https://www.storyjumper.com/book/index/37876216/Puggy-visits-the-Moon#>



After they have read the text, provide them with the list of story events below.

They will need to cut out each sentence. Support them to reread the text and place the sentences (not stick yet!) on a blank piece of paper as they read. When they are happy with the sequence of events and have justified their thinking, get them to paste them on the page

The rocket began to move.

Puggy thought that Neil's suit was for eating chocolate.

Puggy's paws touched the moon.

Puggy floated right out of his space suit.

Puggy realised that he was about to land on the moon.

Puggy crashed into the door, the mirror and even Neil!

Puggy floated right out of his space suit.

Neil decided to go for a trip for a whole month.

Puggy and Neil headed back to Earth.

Puggy confuses the word 'launch' with 'lunch'.

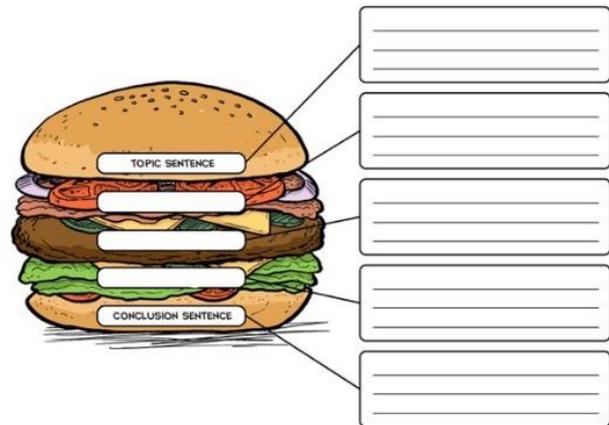
Writing – paragraphs

It is mentioned in the level 3 part of the Victorian Curriculum that students need to understand that paragraphs are a key organisational feature of written texts. Students often find this difficult, as there are so many genres of writing that they need to apply this understanding to.

For this week’s writing task, your child will have the freedom to select a text topic of their choice and use the ‘paragraph hamburger’ organiser to assist them in writing their ideas into a cohesive paragraph.

Firstly, you will need to share the ‘paragraph hamburger’ with them (link is below). Briefly discuss the main components of a paragraph and how they are represented in this organiser; by the top bun (introduction), the filling (body or supporting information) and the bottom bun (conclusion).

Next, they will need to decide on a topic that clearly indicates what the entire paragraph will be about. It could be an animal, a place, a favourite movie, etc. Prompt your child to consider two or three supporting sentences as part of the filling. They may find the conclusion sentence the hardest so you may also need to assist them in understanding that this often restates the topic sentence.



The organiser, along with other resources for teaching paragraphing, can be found at:

<https://www.australiancurriculumlessons.com.au/2015/07/25/the-good-hamburger-a-writing-lesson-on-creating-paragraphs/>

http://www.readingrockets.org/strategies/paragraph_hamburger

Mathematics – addition, subtraction and place value

The ability to solve number facts mentally is a skill that we use on a daily basis as adults and throughout level 3 and 4 your child will be beginning to attempt more challenging problems with larger numbers (or smaller when you consider decimals) than they have in the past. For this week’s maths task, you will play the game ‘Hit the Target’, which is a fun (and often competitive) calculator game where your child will aim to develop fluency, number sense and extend their working knowledge of place value.

Hit the Target Maths Game

Organisation:

- Play game in a pair (yourself and your child is fine, but be mindful not to win every game!)
- Determine a target number (e.g. 50) and write this down on a piece of paper as a reference.

Materials:

- 1 calculator to share

Objective:

Hit the target number before your partner does



Instructions:

1. Player A enters a number on the calculator that is smaller than the target number
2. Player B is challenged to add to that number to 'hit the target'. For example; if the target is 50 and Player A enters 32, Player B can add 18 and they will win the first round.
3. If Player B misses the target, the game continues with players adding and subtracting numbers until the target is hit and the round is won.
4. Player B can go first in the next round. The first to win three rounds wins the match.

Extension:

- Use different target numbers to challenge your child – 75, 100, 2.75, 0.007, negative numbers
- Use subtraction to work down to a target
- Use multiplication and division