Class 3 - Home Learning Challenges



At Landulph School we believe home learning to be an essential and enjoyable part of a child's education. Home learning encompasses a plethora of activities facilitated by those at home which support and enhance children's learning.

From the learning grid below, you need to choose a **minimum of two activities** to do over the half term, but please feel free to do as many as you want.

The children will be given opportunities to share what they have been doing and celebrate their successes with their class. The emphasis will be on the children sharing their work rather than teacher marking. You might want to send in a photograph, they might record it in writing, make something or they might just talk about what they have done.

Self-Managers	Go for it, finish it: Try cooking a Maya-inspired recipe with help from an adult, like a simple corn tortilla or hot chocolate. Describe the experience: Was it easy or difficult? How did it taste? You could even draw a picture of your dish or share a photo!	Manage risk: Imagine you're exploring an ancient Maya site in a jungle. Create a list of five safety precautions you would take on your journey. Think about what challenges you might face and how you would handle them.
Effective Participators	Persuade others: Write a persuasive letter convincing others to visit a famous Maya site, like Chichen Itza or Tikal. Include three reasons why it's an amazing place to explore, describing what visitors might see and learn.	Get involved: Interview a family member or friend about a skill they're proud of, such as cooking, gardening, or repairing things. Write three things you learned from them and think about how you might practice this skill in your own life.
Creative Thinkers	Imagine: Picture what life would be like as a child in a Maya village. Write a diary entry as if you are a young Maya child, describing your daily routine, what you eat, and any activities or traditions you'd take part in.	Take creative risks: Design a colourful headdress or costume inspired by the Maya. Research typical patterns, colours, and designs, then draw your design or create a small model using materials at home.
Reflective Learners	Set yourself challenges: Challenge yourself to learn three Maya numbers and write them in your own secret code! Research how the Maya number system works, then write three numbers and explain their values in modern numbers.	Share learning: Teach a family member or friend about something interesting you learned about the Maya. Create a short quiz or fact sheet to share with them. Write down their answers or responses and share them with the class.
Enquirers	Explore a question: Investigate why the Maya built pyramids. Research what the pyramids were used for, then write a few sentences or make a poster that explains your findings.	Reach conclusions: Look at Maya inventions and discoveries, like chocolate, rubber, or the calendar. Choose one and think about how it affects us today. Write a few sentences about how life would be different if this invention didn't exist.
Team Worker	Be part of a team: Create a game to play with friends or family based on a Maya ball game. It could use a small ball or other objects you have at home. Explain the rules and see if they can play it with you! Write about the experience and any adjustments you made to the game.	Take responsibility: Imagine you are responsible for helping to protect a piece of Maya history, like a pyramid or an artefact. Create a "Protection Plan" with three actions you would take to keep it safe for future generations. Consider ideas like limiting visitors, using special materials, or educating people about its importance. Share your plan with the class and explain why each action is important.

It is vitally important that alongside this, your child continues to read daily, learn spellings and practices maths and SPaG skills using IXL.

We appreciate your support with homework, it makes a huge difference to your child. If you have any questions, please see me or Mrs Ball.

Many thanks,

Mr. Finnimore