

Year 3 Homework Challenge

Pick one or more of these challenges to complete by Monday 20th July.
We look forward to seeing what you have chosen to make/do!

Design an experiment to prove that light travels in a straight line.



Make your own sundial.



COMPUTING : Coding using Scratch.
Create your own interactive story, game or animation.

Write a diary about the day in the life of a mill worker.



Make sure that you complete your weekly homework for spellings and practise your times tables.

Read at least 3 times a week. Reading records will be checked every Friday and team points will be awarded for each read.

Make a model or draw a diagram of Cromford Mills



Invent your own magical creature.
Make sure that you include a description of their appearance and their magical powers.



For French, create a story map about Lili et nounours.

