Term 2 Year 3 Miss Lamb My Learning Journey: Maths **Objective: Self-Assessment** I can... Use column addition and subtraction to solve money problems and to understand giving change S S Use the grid method to solve multiplication problems Use the short division method to solve division problems Use and apply my understanding of the 4 operations (+, -, x, \div) to solve worded problems and missing number STATE OF THE PARTY problems R Check questions and solve mistakes I have made Recall my 3, 4 and 8 times tables Draw 2D shapes and make 3D Shapes Recognise 3D shapes in different orientations and ST. describe them S : : My Learning Journey: English **Objective: Self-Assessment** I can... Plan, draft and write a set of instructions STATE OF THE PARTY Use imperative verbs (bossy verbs) STATE OF THE PARTY Find key features of instructions Use time connectives e.g. first, last, next, finally Find key features of non-chronological reports Independently plan, draft and write a non-chronological report Use the past tense correctly Edit my own writing to improve it Use information from my reading to answer questions Research and collect information using a spider diagram

General Information

- Topic: We will be continuing our Stone Age to Iron Age topic this term, developing detective skills and looking at the changes between Stone Age and Iron Age lifestyles.
- Wow Events: Presentation to other classes of our Stone Age to Iron Age research project.
- Christmas Carol Service Tuesday 18th November 2018.
 During the run up to the Christmas Carol Service, we will be making many trips to the church for rehearsals. Please let me know if you would be available to help us with walking to the church.
- Raise the Roof if you are available to walk with us to Nailsea School, please let me know. (Friday 16th November 2018)

Monday	PE (indoors)
Tuesday	Changing library books
Wednesday	Spanish (Dr Johnson)
Thursday	Mrs Healey (PPA – Science and spellings)
	Times tables and general homework due.
	PE (Outdoors) – coaches
Friday	