









Class: 3

Topic: Castles

Term: Summer

1. Please ensure homework is completed to your very BEST ability. You should spend **at least 30 minutes** on it.
2. Once homework is completed it needs to be placed into your **homework folder** unless it is too big or on a memory stick.
3. Please ensure that you choose a range of tasks over the term, e.g. a minimum of one English, one Maths and one Topic.
4. **Basic skills homework will be given every fortnight for spellings, punctuation, grammar and maths. On alternate weeks you will be expected to complete a piece of homework from this menu.**
5. Excellent pieces of homework will be celebrated in **Celebration Assembly** on a Friday and will be awarded a special certificate.

Curriculum area	EXTRA MILD	MEDIUM	SPICY	HOT	EXTRA HOT!!!
English	<p>Compose a two verse poem about a castle.</p>  <p>Each verse must be at least four lines in length!</p>	<p>Imagine you are a JESTER who has been summoned to perform for the nobility who live in a castle! Write some jokes or riddles you might perform to their important guests.</p> <p><i>Riddle: I have a heart that never beats, I have a home but I never sleep. I can take a man's house and build another's, And I love to play games with my many brothers. I am a king among fools. Who am I? A: The King of Hearts in a deck of cards.</i></p>	<p>Research a tale from the days when castle were still lived in and write an alternative ending to the story.</p>  	<p>Create a non-chronological report about a castle of your choice.</p> <p>Remember to include:</p> <ul style="list-style-type: none"> • A heading • Subheading • Diagrams/pictures • Subject specific vocabulary. 	<p>Compose the lyrics to a song, all about a battle to overthrow a castle of your choice!</p> <p>The song must be at least 5 verses long and include the approach, battle and outcome!</p>  
Maths	<p>Write three Maths problems relating to castles for a friend to solve.</p>	<p>Design a castle from a 'bird's eye view' perspective and calculate the perimeter of each enclosure / section</p> 	<p>Find out about food from the Medieval era. Make a recipe of your choice and list the quantities of ingredients you need in grams and kilograms and litres and millilitres.</p>	<p>Create your own, large, castle image. Carefully draw a grid over the top of the castle and label and number your X and Y axis. Then, using only coordinates instructions, send you friend travelling around your castle to find their treasures, hidden in a room of your choice!</p>	<p>Create your own number system which could be used in medieval times in situations like trading, to describe the wealth of the nobility, or to collect taxation etc. The system must represent numbers up to 1000! You could even incorporate castle style imagery perhaps!</p>
Topic	<p>Design a shield/coat of arms to represent a castle and its noble family!</p>  <p>Pretend you and your family live there – what represents you?</p>	<p>Design a medieval scroll and on it, list 10 laws you would pass if you had been king in of your own castle!</p> <p>Remember...when were castles lived in? So what kind of laws would you have considered?</p>	<p>Have a go at producing a portrait of a medieval character from the time castles were lived in.</p> <p>Your portrait must be at least A4 size. You may use just pencil or you might be brave enough to add colour in some way. Please ask for drawing paper if you need it!</p>	<p>Research a family who lived during castle times and create their family tree.</p> <p>You may use a mixture of actual images and your own drawings to represent the family members.</p>	<p>Design and build a model of a castle. You will need to draw your design, prior to the build and accurately label each part.</p> <p>You may then use whatever resources you wish...this may be Lego, K'nex, clay, wire, cardboard, junk modelling etc!</p>