

Curriculum News

English

This week we have read and compared different Ancient Greek myths. Our writing focus was the story of Icarus and Daedalus and The Wooden Horse of Troy; we have thought about writing accurately and descriptively using correct punctuation for our sentences as well as for proper nouns.

Maths

In maths we have further developed our understanding of fractions, using the Bar Model to solve worded fraction problems. We also investigated different strategies for addition before moving on to expanded addition.

RE

We looked at the festival of Hanukkah and found out about the miracle of the oil. We created our own dreidles and learnt four Hebrew words. Shem, Nun, Gimel, Hey, which stand for the saying 'a great miracle happened here'. We had great fun making and playing with our own dreidel's!



Sports Hall

A group of Year Three children represented the school at an interschool sports challenge on Thursday. They had great fun and were very successful being the highest placed Year Three team in the competition.

Well one, Year Three!

Reminders

We are looking forward to our next Fluffy Friday on 10th February. If you are able to run an activity or support a teacher led activity, please email JJ (jjb@htpd.surrey.sch.uk). Please remind children to bring in their £1 contribution towards the cost of running the activities.

We have reminded the children, again, about having the correct kit for PE and gym lessons. Please help your child with this by ensuring that they have their PE bags in school every day.

We are really pleased with how well the children are achieving with their Maths Legends times tables tests—keep up the great work at home!

Spellings

centre
century
certain
decide
exercise
notice
medicine
recent
sentence
guidance







The Dreidel Game

Materials:

- gelt (pennies, beans or other small objects)
- dreidel

How to Play:

- Each player puts one piece of gelt in the center or in the "pot"
- Players take turns spinning the dreidel.
- Players do what the letter on the dreidel indicates. See chart for example, if the player lands on gimel, he takes everything from the pot.
- If the pot becomes empty, all players add one piece of gelt to the pot.
- If a player runs out of gelt, he loses.
- If a player ends up with all the gelt, she wins!

	nun none	do nothing
	gimel all	take everything from the middle
	hay half	take half of everything in the middle
	shin put in	put some in the middle

