

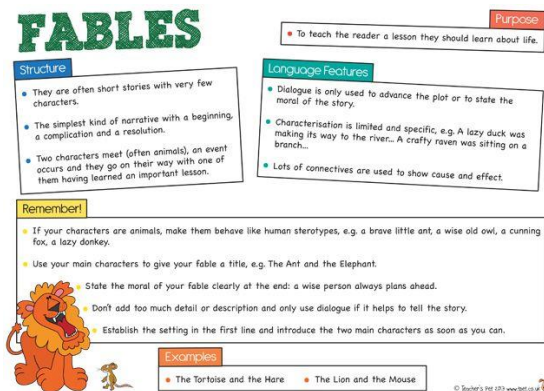
Homework in Year 3 will consist of three types of tasks:

1. Daily practising of Reading, Spellings, Times tables. There are pages on the school website with games and activities to help you.
2. Weekly set tasks in Maths, English and/or Science tasks. These need to come into school by Wednesday morning. Homework Club will run each Wednesday lunchtime.
3. Topic tasks. These are shown in the grid below. These are optional pieces of homework, but we would love to see them and celebrate them in school!

You should prepare weekly and topic tasks to the best of your ability and check your work carefully (ensuring that you have checked your spelling and presentation) before handing them in. If you have any concerns or would like some support or help with resourcing your chosen activities, please do not hesitate to contact us. We look forward to seeing all your exciting homework this term.

Write a fable giving a message fit for school children.

*e.g. Think before you speak.*



**FABLES**

**Purpose:** To teach the reader a lesson they should learn about life.

**Structure:**

- They are often short stories with very few characters.
- The simplest kind of narrative with a beginning, a complication and a resolution.
- Two characters meet (often animals), an event occurs and they go on their way with one of them having learned an important lesson.

**Language Features:**

- Dialogue is only used to advance the plot or to state the moral of the story.
- Characterisation is limited and specific, e.g. A lazy duck was making its way to the river... A crafty raven was sitting on a branch...
- Lots of connectives are used to show cause and effect.

**Remember!**

- If your characters are animals, make them behave like human stereotypes, e.g. a brave little ant, a wise old owl, a cunning fox, a lazy donkey.
- Use your main characters to give your fable a title, e.g. The Ant and the Elephant.
- State the moral of your fable clearly at the end: a wise person always plans ahead.
- Don't add too much detail or description and only use dialogue if it helps to tell the story.
- Establish the setting in the first line and introduce the two main characters as soon as you can.

**Examples:**

- The Tortoise and the Hare
- The Lion and the Mouse

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Devise a 'What am I?' quiz about predators and try it out on your friends and family. How many questions does it take for them to get to the right answer?



Use a range of materials from home to create your own, amazing model predator.

The fiercer, the better!

