



Year 3 Learning Letter

Friday 27th November 2020





We are learning:

- Four and eight times table looking at problem solving and reasoning
- Our final week of looking at our fiction theme 'adventure'.
- Direct and indirect speech.
- Autumn term spelling review.
- Ancient Egypt mummies.
- Understand how people affect the lives of others (RE).
- Functions of the skeleton and how muscles more.
- Recognising that some words can be used in hurtful ways and what their consequences can be.
- Cross Country and Basketball skills
- How to use PowerPoint on the computers linked to adventure stories



Maths Reasoning and Problem Solving

At North Downs we use the mastery approach to maths, which develops the children's reasoning and problem solving skills.

Reasoning in maths is the process of applying logical and critical thinking to a mathematical problem in order to work out the correct strategy to use (and as importantly, not to use) in reaching a solution.

Reasoning is sometimes seen as the glue that bonds pupils' mathematical skills together; it's also seen as bridging the gap between fluency and problem solving, allowing pupils to use their fluency to accurately carry out problem solving.

At home, problem solving can be shown with every day objects. You could represent numbers with amounts of food such as pieces of fruit, dry pasta shapes, tins, toy cars or Lego. Use plates to show how objects could be grouped and shared.



In the classroom we encourage the children to use pictures, jottings and calculations to help them to reason and solve problems. You can still access the BBC Home Learning Videos online, should you wish to refresh any of the maths relating to multiplication and division.

The children can access <u>Times Table Rockstars</u> and <u>Sumdog</u> from school and at home. Please follow the link to login. Their login is the same as their school username and password, which should be memorised rather than written down, as we teach the children how important it is to keep this information private.



