

Year 3 News—Spring Term

Welcome to the Spring Term of Year 3. We are so proud of how the children have settled into Year 3 and are pleased with the progress they are making. The Volcano topic has already captured the children's interest and we were impressed with the variety in which their research homework was presented; some children even made 3D volcanoes! In class we look forward to studying volcanoes and how they are formed. Our topic is sure to end with a bang as we erupt the volcanoes made in class!

Key dates:

Thursday 26th January- 3 Maple class worship.

Wednesday 8th February- Maths Workshop

Thursday 9th February- 3 Elm Class Worship.

Monday 13th February and Tuesday 14th February- Parent Evening

Wednesday 8th March- 3 Oak Class Worship.

Thursday 16th March- Year 3 trip- Wisley

Please keep checking your child's Homelink Book for latest spellings and targets to work on at home.

Please make sure your child has their PE kit in school the whole week.



We still need volunteers to hear readers and support spelling. Also are you available on Thursday 16th March? The children will be visiting Wisley! Details will follow soon.



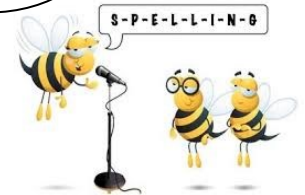
Helping your child at home;

- Sum Dog
- Bug Club
- Abacus Maths

(All log on details can be found in your child's home link book!)

Don't forget **Hit the Button** is great for Times Tables practice.

We are having a big push on spelling this term. Please make sure your child learns their weekly spellings but also applies them in their homework and any other writing that they do!



NEW APP! If you have an IPAD or you're happy to let your child play on your smart phone (Android or Iphone) try **Squeebles 2 Times Tables (£2.99)**

The Squeebles bundle app is great for supporting your child with their maths fluency and spelling. You are very welcome to come and have a look at the app before you purchase it. We have also supplied a help sheet with instructions for the app.



Squeebles Spelling- £2.99 App

Below is an outline of how the various parts of our Squeebles Spelling Test app work. If you still have any questions, then please e-mail us on info@keystagefun.co.uk and we'll do our best to help.

Overview

Squeebles Spelling Test allows you to set your own, completely customised spelling tests for your children as well as download any of the pre-recorded tests on the app. Your child can hear the words spoken out loud and they then have to try to spell them. The app records stats for your child that you can use to see how they're doing and which spellings they're struggling with. A fun reward system keeps children motivated to keep working hard at their spellings.

How Do I Create My Own Tests?

- Open the app and go into the Parent / Teacher zone
- Tap the "Your Custom Tests" button
- Tap the "Add a Test" button in the bottom right of the screen
- Give your test a name and then save
- Tap the "Add Words" button on the following screen to begin adding words
- Enter each word, save and then record an audio recording of the word in our own voice
- Repeat the previous step until all the words are added

How Do I Download Pre-Recorded Spelling Tests?

There are 150 pre-recorded spelling lists for you to download and use, each with full audio for each word. These are based around the UK National Curriculum and feature UK English spelling. You can of course change any words you need to and re-record the audio if you should so wish. To access these lists, just do the following:

- Open the app and enter the Parent / Teacher zone
- Tap the "KeyStageFun Tests" button
- Tap the "Downloadable Tests" tab



- Select a category and you will see a list of tests within that category
- Tap the "Download" button next to any test you want to download to your device or to download multiple tests, tick each test you want to download and then tap the "Download Selected" button at the foot of the page.

Downloaded tests will then appear in the "On Device" tab and be accessible to all players to attempt without the need for an internet connection.

Squeebles 2 Times Tables

Our Squeebles 2 Times Tables app offers a fun way for children to learn and practise tables, helping Whizz to rescue 35 of the Squeebles from the nasty Maths Monster as a reward for their hard work. Featuring a great reward system, fun mini game, 7 tables modes, unlimited players and plenty of stats and reporting for parents. There no in-app purchases or adverts.



About This App

The seven game modes allow your child to be tested in the following ways:

- **Tables 1 - 12:** answer questions across all the basic tables sets from the ones to the twelves. The first time all 12 questions within any one set are answered correctly, the Maths Monster will release a Squeeble.
- **Tricky Tables:** whenever a question is answered incorrectly, it gets stored in this area. So, at any time, your child can be tested on the tables they found difficult. Once they get a "Tricky Table" right 3 times in a row, it is removed from this area.
- **Mix it Up:** a completely random set of 12 questions from all the tables sets is asked (parents and teachers can set certain questions not to appear so as to personalise the test for each child). Once your child is confident answering the questions from each of the tables sets individually, this type of quiz can be used to consolidate their knowledge. Six Squeebles are available for reaching various milestones.
- **Fill The Gap:** this mode is slightly different in that it gives you the answer and asks that you fill in the gap. So, a sample question might be $7 \times ? = 63$. 12 randomly selected questions are asked (again, tables can be excluded to customise for each child), with five Squeebles to win in this mode for reaching various milestones.
- **Challenge Mode:** there are 30 challenges to work through, split across 6 different levels. Each challenge is harder than the last, with 6 Squeebles to rescue in this game mode.
- **Extreme Tables:** some of you wrote to us asking if we could include the 13, 14 and 15 times tables in the app, so we did! This game mode tests you on those "extreme" tables, with 5 Squeebles available to rescue in this game mode.
 - **Step-by-Step Training:** children are introduced to only one times table question at a time and only move on to learning the next one once they can answer it with confidence, along with any other questions from that particular times tables set your child may have already successfully memorised. Because memorising tables is a necessarily repetitive task, we've built in a fun, 20-second 'brain break' game within the training mode, so that children feel motivated and enthusiastic to continue to learn.

The Reward System

By doing well in their tables, children earn turns on a fun mini-game called "bubble-ball". This is a game the Squeebles love to play which involves a Squeeble sitting in a bubble-ball (a flying machine the Squeebles invented) and being flicked through the air by the tail of a flipfish (a big fish that lives in the lakes and rivers on Squeeble Island).

Stars (which are also awarded for doing well in your tables) can be traded for better bubble-balls and stronger flipfish to use in the game. In addition, bubble-stones (gemstones hidden on Squeeble Island) are awarded for reaching certain learning milestones.

These stones help Squeebles fly further on their bubble-balls.

Parents' Zone

The parents' zone allows parents to register new players, view stats and progress for existing players, set certain tables to be excluded for each child, manage player settings, view each player's tricky tables and more. This area can be password protected.