



Year 3
English
Monday - 15.06.20



Plan for Week - ENGLISH

We are going to be carrying on from last week where we learnt the Viking myth about Thor and his hammer.

This week you are going to be able to change aspects of the story, such as the character and setting, to create your own Viking myth.

Monday – Read the information about different Viking gods. Choose one to draw, create a setting for where they live and a special, magical item. Annotate with noun phrases and adverbs/similes.

Tuesday – Write up annotations into full sentences – look at success criteria. (SC)

Wednesday – Think of a villain that will steal the magic item, draw it and the setting they live in. Annotate as Monday.

Thursday – Write up annotations as Tuesday – look at SC

Friday – Grammar



SPaG Starter

- This week we will be identifying nouns, verbs, adjectives and adverbs.
- A noun describes an object, place or person – tree, America, Mrs Speight (nouns that describe place or person are called proper nouns and **MUST** start with a capital letter).
- A verb is a doing word – run, jump, sing
- An adjective is a describing word, it describes the noun – **red** bus
- An adverb is a word that describes a verb – he ran **quickly**



SpaG questions

- Sort these words into noun, adjective, verb and adverb

• Dog happily dance sadly tree London

• Jump jolly large Jane cry shuffled



SPaG Starter – Answers

Noun	Adjective	Verb	Adverb
dog London tree Jane	jolly large	shuffled dance jump cry	happily sadly



Lesson Aims

- To draw a Viking god, where it lives and its special object
- To annotate pictures with noun phrases (2 adjectives and a noun) adverbs and if you fancy a chilli challenge a simile.
- (similes compare something to something else – his teeth were as sharp as knives)

Monday Task

- Use the ppt called Viking god information and decide which god you want to use. Either use the gods special object or you can make one up. (it could be a shield, tool, cloak, jewelry) Then use the worksheet – English Monday to draw your character, setting and object.