

Year 3 Homework Menu – Autumn 2025

	Prime	Advancing	Deep
Writing	Draw and write a description of a Roman soldier.	Create a fact sheet about the Roman army.	Write a diary entry about a day on the life of a Romans soldier.
Reading	Draw a poster to advertise a book you have read.	Read a book that you enjoy and write a review. You can include star rating, favourite characters and similar stories.	Write an interview with a character from one of your favourite stories. What questions could you ask and what would their responses be?
Number/ Problem solving	Create a poster showing number bonds to 10, 20 or 50	Create a poster showing number bonds to 100	Create a poster about a times table of your choice. Think about how you can design this to really help other children to learn.
Doodle maths	Stay in the green zone for 10 days	Stay in the green zone for 20 days	Stay in the green zone for 30 days
Science	Have a look in your garden and see what rocks you can find. Can you identify which type they are? Draw them.	Draw and label a fossil. Think about where it may have come from and write your ideas down.	Show your understanding of the water cycle. This could be a labelled diagram, drama, painting... It is up to you!
Create/ Design	Design and/or make your own mosaic. You could draw a picture of you mosaic or make one using materials such as coloured paper, card, tissue or broken tiles.		
Theme	Produce a piece of work on the Romans. You can present this work any way you like e.g. a timeline, PowerPoint presentation, fact cards, model or a board game.		

Homework expectations: 6 pieces of homework are expected to be completed by the end of Autumn term. As the pupils learn more about the Romans in class, this will help provide more ideas for the 'Theme' and 'Create/Design' homework.

Songs on YouTube that will be learnt in the class to support them in their learning:

https://www.youtube.com/watch?v=2gerXkG_8ME (bones – science)

The rock cycle song (hopscotch) (Rocks- science)

Times table songs (laugh along and learn)