



Home Experiences



At Aqueduct Primary our aim is to work with Parents and Carers to nurture our pupils and help them to become well rounded, confident and respected young adults. In order to do this we believe in providing our pupils with every opportunity to be creative and develop skills, which will help them in the future.

In consultation with parents, staff and governors we developed our homework scheme in line with this. We have also considered the Department for Education's Activity Passport released in January 2019.

We believe that if children are lucky enough to experience all these and many more then they will be active, creative, adventurous and confident to try new things. We want our children to relate their experiences to the learning they have in school and make links between historical, geographical and scientific findings in real life situations.

Organisation

Each week, Parents/Carers and pupils will choose an experience to carry out together. Pupils can write about their experience. (E.g. Instructions, narrative, diary etc) Illustrations and photographs taken during the experience can also support the written or mathematical record. This record of their experience will be their homework for that week.

Each experience/activity can be chosen twice throughout the year. Teachers will track the coverage and suggest further development points for those not yet covered through the marking and at parent consultation meetings throughout the year. They may also suggest experiences that may link to the theme being covered at school that week or half term.

Parents/Carers and pupils are free to decide what they would like the desired outcome to be for their experience. We feel that you can sometimes communicate more clearly through some timely photos or a personal sketch and labels to share what the experience meant or what was learned and would like Parents/Carers and pupils to feel free to do so.

Existing Homework

Spellings and daily reading will continue to be expected and teachers will continue to provide differentiated maths tasks on the homework sheet. These will be available weekly for children to take home or access via the class page on the website.

We provide daily 'Lunchtime Learning' from 12-12:30. These are led by teachers and are for children who would like some homework explaining or modelling or just for those children who struggle to find time to practice their spellings and read at home.

Home experiences can be recorded in their 'Experiences' book or e-mailed to our admin address. A2175@telford.gov.uk



Home Experiences



Year 3







Activity

	Date:	Date:
1. Compose a piece of music		
2. Take part in a Roman banquet		
3. Eat something you've not tried before		
4. Create a mosaic		
5. Design and make a board game		
6. Climb a tree		
7. Create a soundtrack for a piece of film		
8. Make a pinhole camera		
9. Make a musical instrument		
10. Light a candle		
11. Learn a new game		
12. Make something out of wood		
13. Cook outdoors		
14. Learn to play a game of cards		
15. Tell your class about your favourite character from a book		
16. Produce rubbings of fossils		
17. Try yoga		
18. Eat something you have grown		
19. Visit an art gallery		
20. Stay away from home for a night		



Home Experiences








Indoor Experiences	Dates achieved	
1. Read a storybook by your favourite author. (Write a book review, persuade someone else to read it.)		
2. Read a non-fiction book. (Record some facts you have learned, write your own information text, leaflet)		
3. Visit the library (Research something, follow a line of enquiry, learn about how they are organised, dictionary work, information text)		
4. Use the internet Research something you are focusing on at school or you are interested in (Journalistic text, list of facts, explanation, note taking)		
5. Learn about a famous local figure - Abraham Darby, Thomas Telford, Charles Darwin, Wilfred Owen, Ellis Peters, Matthew Webb, Billy Wright. (Biography, Newspaper article, Information text, Chronological report)		
6. Play a board game, invite someone to join you. (Instructions, report, newspaper article, invitation)		
7. Play a computer game. (Record some rules or a list of Top Tips for someone else to play.)		
8. Read a newspaper. (Provide a synopsis in your own words of the main stories that day/week, express an opinion)		
9. Press some flowers or leaves into a picture.		
10. Measure everyone in your family, record in your own way and then work out the difference in height between each family member.		



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Indoor Experiences	Dates achieved	
<p>11. Learn to bake something. Try out a new recipe, create your own recipe (Instructions, recount, list, drawings with captions, poem using the senses)</p> 		
<p>12. Use a chosen recipe and work out the amounts of ingredients you would need if you were cooking enough for everyone in your class. (Use maths skills to weight out or divide the ingredients, calculate the amounts.)</p>		
<p>13. Visit a family member. Learn about the past from relatives. (Autobiography, chronological report, letter, fact writing)</p>		
<p>14. Learn how to fix something. Change the batteries or replace a light bulb. Fit a new plug or wire something. Replace the chain on a bike or fix a puncture. Change a tyre on a car or learn how to check the oil.</p> 		
<p>15. Learn how to knit, sew or crochet.</p> 		
<p>16. Learn how to play a musical instrument. Learn to play a new piece of music or song on your instrument. (Perform the piece to someone, record how it made you feel or write some advice to help someone else, recommend some suitably simple music for others to begin with, draw and label your instrument.)</p> 		
<p>17. Learn to recite a poem, short story, limerick or tongue twister. (Record your performance poetry or write an advice column for the best way to remember things)</p>		
<p>18. Learn how to swim. Practise until you can swim further. Swim a chosen distance 3 times, time them and then work out how long you were swimming in total or the difference between each time.</p> 		



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Indoor Experiences	Dates achieved	
<p>19. Draw or paint something of interest you have seen this week. (Label it, describe it, explain what it is and where you saw it, and explain why it is of interest.)</p> 		
<p>20. Achieve a milestone at your after school club. (Swimming 100m, achieving a new belt at karate, learning a new dance or performing in a show, running a greater distance or a faster speed at cross country, share your athletic achievement.)</p>		
<p>21. Visit the theatre. (Write about your experience, where it was, what you saw, your opinion of it or pretend you are a critic.)</p>		
<p>22. Go to the cinema. (Share your thoughts on the movie, the best characters, a surprising ending, a clever and unexpected plot or just tell us about your experience.)</p>		
<p>23. Create a family tree. Talk to and name all of your relatives on both sides of the family. See how big your tree gets. (Count how many people you can name, rank them in age order, match their birth year, are there any born in the same year, month or share the same birthday or order them in alphabetical order.)</p> 		
<p>24. Practise your ball skills. (Use a laundry basket or a waste paper bin to place in a room, allocate them a score based on how far away they are and challenge someone to a throwing skill context. Add the points up and see who wins.)</p> 		
<p>25. Make your own play dough. Separate it and add different food colouring. See what you can create. (Share the recipe you used or take photos of the many things you created using your play dough.)</p>		
<p>26. Junk modelling. Make something out of the empty boxes and containers you have around your house. (Label the shapes, sort them into sizes)</p> 		



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<p>27. Printing. See what fruits and vegetables you have in the kitchen and use them to make a print. (You could carve letters or numbers in a potato and write your name or create a sign for your house.)</p> 																																																																																																																																																																											
<p>28. Create a card for someone special or a special occasion. (Write instructions or explain why the occasion or person is important to you.)</p>																																																																																																																																																																											
<p>29. Challenge someone to a times tables race. (Pick a table to recite, start the clock and see who finishes first.)</p> <table border="1" data-bbox="288 846 703 1198"> <thead> <tr> <th>x</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>10</th> <th>11</th> <th>12</th> </tr> </thead> <tbody> <tr> <th>1</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>11</td> <td>12</td> </tr> <tr> <th>2</th> <td>2</td> <td>4</td> <td>6</td> <td>8</td> <td>10</td> <td>12</td> <td>14</td> <td>16</td> <td>18</td> <td>20</td> <td>22</td> <td>24</td> </tr> <tr> <th>3</th> <td>3</td> <td>6</td> <td>9</td> <td>12</td> <td>15</td> <td>18</td> <td>21</td> <td>24</td> <td>27</td> <td>30</td> <td>33</td> <td>36</td> </tr> <tr> <th>4</th> <td>4</td> <td>8</td> <td>12</td> <td>16</td> <td>20</td> <td>24</td> <td>28</td> <td>32</td> <td>36</td> <td>40</td> <td>44</td> <td>48</td> </tr> <tr> <th>5</th> <td>5</td> <td>10</td> <td>15</td> <td>20</td> <td>25</td> <td>30</td> <td>35</td> <td>40</td> <td>45</td> <td>50</td> <td>55</td> <td>60</td> </tr> <tr> <th>6</th> <td>6</td> <td>12</td> <td>18</td> <td>24</td> <td>30</td> <td>36</td> <td>42</td> <td>48</td> <td>54</td> <td>60</td> <td>66</td> <td>72</td> </tr> <tr> <th>7</th> <td>7</td> <td>14</td> <td>21</td> <td>28</td> <td>35</td> <td>42</td> <td>49</td> <td>56</td> <td>63</td> <td>70</td> <td>77</td> <td>84</td> </tr> <tr> <th>8</th> <td>8</td> <td>16</td> <td>24</td> <td>32</td> <td>40</td> <td>48</td> <td>56</td> <td>64</td> <td>72</td> <td>80</td> <td>88</td> <td>96</td> </tr> <tr> <th>9</th> <td>9</td> <td>18</td> <td>27</td> <td>36</td> <td>45</td> <td>54</td> <td>63</td> <td>72</td> <td>81</td> <td>90</td> <td>99</td> <td>108</td> </tr> <tr> <th>10</th> <td>10</td> <td>20</td> <td>30</td> <td>40</td> <td>50</td> <td>60</td> <td>70</td> <td>80</td> <td>90</td> <td>100</td> <td>110</td> <td>120</td> </tr> <tr> <th>11</th> <td>11</td> <td>22</td> <td>33</td> <td>44</td> <td>55</td> <td>66</td> <td>77</td> <td>88</td> <td>99</td> <td>110</td> <td>121</td> <td>132</td> </tr> <tr> <th>12</th> <td>12</td> <td>24</td> <td>36</td> <td>48</td> <td>60</td> <td>72</td> <td>84</td> <td>96</td> <td>108</td> <td>120</td> <td>132</td> <td>144</td> </tr> </tbody> </table>	x	1	2	3	4	5	6	7	8	9	10	11	12	1	1	2	3	4	5	6	7	8	9	10	11	12	2	2	4	6	8	10	12	14	16	18	20	22	24	3	3	6	9	12	15	18	21	24	27	30	33	36	4	4	8	12	16	20	24	28	32	36	40	44	48	5	5	10	15	20	25	30	35	40	45	50	55	60	6	6	12	18	24	30	36	42	48	54	60	66	72	7	7	14	21	28	35	42	49	56	63	70	77	84	8	8	16	24	32	40	48	56	64	72	80	88	96	9	9	18	27	36	45	54	63	72	81	90	99	108	10	10	20	30	40	50	60	70	80	90	100	110	120	11	11	22	33	44	55	66	77	88	99	110	121	132	12	12	24	36	48	60	72	84	96	108	120	132	144		
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<p>30. Choose your own indoor experience.</p>																																																																																																																																																																											



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Outdoor Experiences	Dates achieved	
1. Help a neighbour - walk the dog, wash their car, do some shopping, keep them company.		
2. Wash the car/van/caravan/bike. (Instructions, poem)		
3. Go on a nature/mini beast hunt. (Poem, pictures and labels, simple sentences, sort them in your own way: size, shape, colour, number of legs etc.)		
4. Learn to ride a bike, scooter, roller-skates or skateboard. (Plan your route, write instructions, explain the skills used etc.)		
5. Tidy the garden (paint the fence, fix the gate, clean the slide/trampoline)		
6. Visit the Town Park. (Climb to the highest point, complete the obstacle course quicker each time, make a friend)		
7. Walk up the Wrekin (Record what you can see from the top, name the sights, time yourself)		
8. Learn how to skip, roll, hop jump or just improve your skills. (Design a game, write instructions, advise others on how to improve their skills.)		
9. Build a den, castle or fort. (Write a list of resources you used, record in a diary or recount, make up a story)		
10. Play a team game or sport. (Write about the team you play for, the skills you need, what you are good at, what you need to improve.)		





Home Experiences


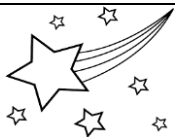






Outdoor Experiences	Dates achieved	
<p>11. Take a bus, train, tram ride. (Recount, story, setting description, drawing of what you saw, list)</p> 		
<p>12. Go on a photography adventure. (Take a camera and photograph interesting things, try zooming in really close then asking someone to guess what it is, take photos of your journey and see if someone else can use them to follow your steps.)</p>		
<p>13. Go for a run. (Time how fast you ran or how far you went, record your pulse rate at the beginning, when you were most tired and at the end, repeat a different day and compare your recordings.)</p> 		
<p>14. Watch the sunset. (Paint what it looked like, time how long it took to completely disappear, do this every day for a week, record the time it took to set and what time it was when it disappeared.)</p> 		
<p>15. Build a bonfire. (What materials did you use? What shape was it? What was your kindling made from? How long did it take to build? Take photo of it, toast some marshmallows on it, sing some campfire songs, learn from an adult how to do this safely, make an advice/safety booklet.)</p>		
<p>16. Have a game of tennis. (Record the scores, write a list of the rules, explain what 'love' means in tennis.)</p> 		
<p>17. Play flashlight tag. (Record the rules of the game for someone who doesn't know how to play, make up your own rules.)</p>		
<p>18. Play Frisbee with a friend. (Count the number of times it was caught in a minute, multiply it by the number of days in a week and work out the average number of times you could catch it in a week.)</p> 		



Home Experiences






Seasonal Experiences	Dates achieved	
<p>1. Build a snowman/woman/animal or building. Poem, label, list, captions, letter to Santa.)</p> 		
<p>2. Cut the grass, trim the bushes or do some weeding. (Instructions, recount, safety leaflet.)</p>		
<p>3. Sleep under the stars. (Write a story, poem or draw a picture of what you saw, count the number of shooting stars, count the stars.)</p> 		
<p>4. Sleep overnight in a tent in the garden with a friend. (What noises did you hear? Can you recognise any animals? What stories did you tell each other? Write a myth or a legend.)</p>		
<p>5. Go camping.</p> 		
<p>6. Go to the beach. Build a sandcastle, catch some crabs, fish or mussels, collect some shells or pick up some litter to keep the beach tidy and protect the sea life. (Recount, photo collage)</p> 		
<p>7. Make something with the things you collected at the beach. (Photo collage with labels, lists and captions, diorama, beach scene, information booklet, write a diary entry or a persuasive text to encourage others to visit.)</p> 		
<p>8. Go for a walk in the rain and splash in the puddles. (Record a poem using the five senses, record the noises using onomatopoeia, record some description.)</p>		
<p>9. Visit a farm. (Explanation, recount, leaflet, diary, research the history of the farm.)</p> 		



Home Experiences



Seasonal Experiences	Dates achieved	
<p>10. Host a potluck picnic. (Invite your friends to a picnic with one thing each to bring that they could find in their cupboards.)</p> 		
<p>11. Go fishing at a local pond, lake or river.</p>		
<p>12. Make a mud pie, daisy chain or jewellery from flowers. (Instructions, poem, explanation.)</p> 		
<p>13. Create your own perfume or cologne using flowers and plants from your local wildlife area. (Advert for your perfume, persuasive text encouraging someone to buy it, description of the scent, poem describing the cologne.)</p>		
<p>14. Go on a spring, summer, autumn or winter walk. (What clue is there that tell you what season it is? Take photos, draw what you have seen, take some leaf rubbings, what wildlife did you see?)</p> 		
<p>15. Make a small raft and float it down a river or lake. (Time how long it takes to get from one place to another. Put something inside and time it again, how could you make it go faster? Record some instructions or share your collected times or experiment. What did you change in the experiment? What needed to be kept the same to make it fair?)</p> <div data-bbox="485 1442 983 1771" style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Science Investigation</p> <p>Name: _____ Date: _____</p> <p>My question: _____</p> <p>My prediction: I predict that _____</p> <p>How will you do this?</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 100px; height: 100px; text-align: center; padding: 5px;">1</div> <div style="font-size: 2em;">→</div> <div style="border: 1px solid black; width: 100px; height: 100px; text-align: center; padding: 5px;">2</div> <div style="font-size: 2em;">→</div> <div style="border: 1px solid black; width: 100px; height: 100px; text-align: center; padding: 5px;">3</div> </div> <p style="text-align: center; font-size: 0.8em;">FAIR TEST</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 100px; height: 40px; padding: 2px;">I will keep the same:</div> <div style="border: 1px solid black; width: 100px; height: 40px; padding: 2px;">I will change:</div> </div> </div>		
<p>16. Learn how to skim stones. (Write some instructions or advice for other people who may not know how.)</p>		
<p>17. Choose your own seasonal experience.</p>		



Home Experiences



Safeguarding

Aqueduct School is committed to safeguarding and promoting the welfare of children and expects all staff and volunteers to share this commitment.

It is our advice that parents and carers supervise their children when participating or carrying out the chosen homework experience. We would promote the expectation that these experiences are carried out as a family or in groups in order to get the most out of the experience.

Parents and carers are responsible for making any decisions regarding the experience carried out and the level of supervision they provide.

We would like to remind all of our children that 'Safety' is one of our values and highly promoted in school and out of school.

Positivity

Respect

Kindness

Safety

Happiness

Learning

