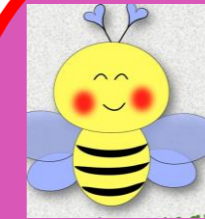


Project-To understand types of settlement and why people live there.

Look at the PowerPoint about settlement types and complete the task identifying different ones.

Then draw onto the map where the different people might want to live because of their jobs.

**Year 3**  
**Moving on and next steps**  
**13-17th June**



### PSHE Mindfulness

Bee Here story about mindfulness

Read and make a poster about the key points

<https://www.shottermill-jun.surrey.sch.uk/page/?title=WELL%2DBEING&pid=167>

### Project- To understand the local features and attractions of an area

**Welcome to Haslemere-** Look at this clip <https://www.youtube.com/watch?v=b2hq8DElJr8>

Make a list of all the possible reasons that people may want to come to Haslemere (or the local area), then create a poster, leaflet or PowerPoint persuading people to visit our wonderful town. This will be a 2 week task.

### PSHE-Transition

#### **Carrier bag of concerns**

Read the PowerPoint story and create your own bag of concerns to share with your teacher or friends and family.



### Computing- Scratch coding

<https://scratch.mit.edu/projects/editor/?tutorial=getStarted>

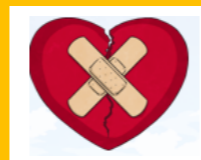
follow the tutorial to start choosing a



### RE- the Lord's Prayer

Look at the PowerPoint explaining the meaning behind the Lord's Prayer.

Copy out the poem in your best joined handwriting and draw symbols next to each part to remind you what they mean.



### Creative challenge

Sleepy mobile, follow the instructions:



<https://www.shottermill-jun.surrey.sch.uk/attachments/download.asp?file=2148&type=pdf>