



Project Home Learning - STONES TO THRONES

Year 3 - Foxes Class



Choose any challenges that capture your imagination! You can bring your creations into school or upload a photograph to your Class Dojo portfolio. There is no need to buy anything special - use whatever you have at home and get creative!

CAVE ART BY FIRELIGHT Create prehistoric-style artwork using charcoal, chalk, soil or natural colours. Go further: Research why prehistoric people may have created cave paintings.	HUNTER-GATHERER HUNT Explore a garden, park or woodland and record things a Stone Age person might have eaten or used. Go further: Sort your discoveries into food, tools, shelter and clothing.	BRONZE AGE JEWELLERY DESIGNER Design or make a Bronze Age-inspired torc, brooch or bracelet using foil, card, clay or recycling. Go further: Find out what jewellery could reveal about its owner.
HISTORY THROUGH A KEYHOLE Draw the view through the doorway of a Stone Age, Iron Age, Roman or Anglo-Saxon home. Go further: Add historically accurate details and label them.	ANCIENT GAMES NIGHT Invent a simple board or outdoor game that children in the past could have played. Use only suitable materials. Go further: Write clear instructions and teach somebody how to play.	ROMAN ADVERTISING AGENCY Create an advert encouraging people to visit Roman Britain. Include roads, baths, food and entertainment. Go further: Add a warning about one difficulty visitors might face.
POSTCARD FROM THE PAST Write and illustrate a postcard from a Roman soldier stationed in Britain. Go further: Mention the weather, food, accommodation and people encountered.	ANGLO-SAXON VILLAGE PLANNER Design a small Anglo-Saxon settlement. Include homes, farmland, animals, woodland and water. Go further: Explain why you chose that particular location.	MUSEUM IN A SHOEBOX Choose one historical period and create five miniature museum exhibits with labels. Go further: Decide which exhibit is most important and justify your choice.