

**10. Work like an Egyptian:**

Make up a dance that represents the building of the pyramids and film or photograph yourself doing it.  
OR

Make up a work song that the slaves might have sung while building the pyramids. You can film yourself singing it, or just write down the lyrics.

**1. Newspaper report:**

Imagine you are a reporter in 1922. Write a newspaper article about the discovery of Tutankhamen's tomb. Remember to use the 3<sup>rd</sup> person, include lots of juicy facts and a catchy headline!

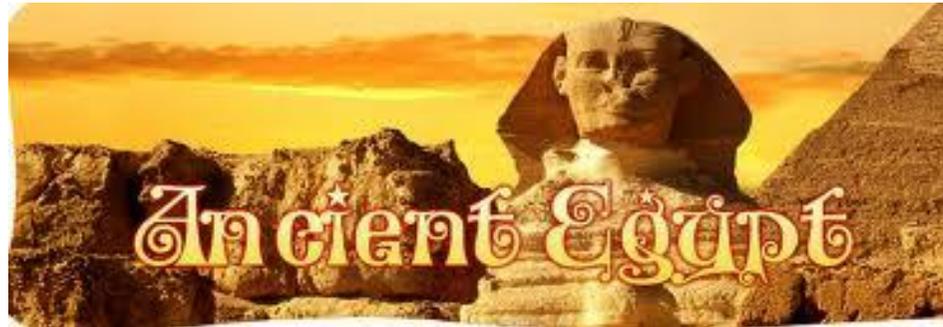
**2. Give yourself goosebumps!**

Write a scary mystery or horror story about an Egyptian mummy coming to life, or a cursed tomb.

**9. Wordle:**

Using the website [HYPERLINK "http://www.wordle.net" www.wordle.net](http://www.wordle.net), create a wordle for our classroom display, using as many words to do with ancient Egypt as you can think of. Remember to check the spellings!

**Year 3 homework**  
**Spring Term 1**



**3. Travel brochure:**

Write a holiday brochure telling people why they should visit Egypt. What interesting things could they discover and learn about there?

**8. Crack the code:**

Using real Egyptian hieroglyphics, or your own made up version, write a secret message for one of your friends or family and see if they can decode it!

Choose one activity to complete each week and hand in to your class teacher on a Wednesday morning. You should complete at least 5 activities, but you may do more if you wish!

**4. Animal magic:**

A lot of the land in Egypt is desert. Draw or paint a desert landscape that includes any animal or plant life you might find there.

**7. Mummy!**

Make your very own Egyptian mummy, using any materials you can find in your house – strips of newspaper or kitchen roll work well!

**6. Dress to impress:**

Make yourself an Egyptian pharaoh's headdress. Use whatever materials you can find at home. Decorate your headdress with Egyptian pictures, symbols or hieroglyphics.

**5. Animal magic part 2:**

Choose 1 plant or 1 animal that lives in the desert. Explain the features they have that help them to survive in this environment. You can draw, write or use ICT to help you explain.