

Dysgu Adref Uned 3 a 4 bwydlen 22/06/20 – 03/07/20

<p>Datrysych yr amrywiaeth o broblemau Mathemateg a rhifedd yma:</p> <p style="text-align: center;">Data</p> <p>Blynyddoedd 3 a 4 https://resources.hwb.wales.gov.uk/VTC/2017/CiparFathemateg/ca2-subMenu.html</p> <p>Cwestiynau Ymestynnol https://resources.hwb.wales.gov.uk/VTC/2017/CiparFathemateg/elements/CA2/4/echdynnuADEhongli.html</p> <p>Datrys problemau Data.pdf</p>	<p>Labelwch map o Gymru gyda:</p> <ul style="list-style-type: none">• Safle Cantre'r Gwaelod.• Dinasoedd Cymru; Caerdydd, Ca snewydd, Abertawe, Bangor, Tyddewi, Llanelwy.• Lleoliadau pwysig i chi.• Llefydd rydych chi wedi bod a pham. 	<p>Ewch ati i ail ddarllen y chwedl 'Cantre'r Gwaelod' yna ysgrifennwch disgrifiad o'r cymeriad Seithennyn. Beth oedd Seithennyn yn edrych fel? Beth oedd nodweddion ei bersonoliaeth? Cofiwch i ddefnyddio ansoddeiriau addas ac i wirio eich gwaith cyn uwchlwytho.</p> <p>Cantre'r Gwaelod - Seithennyn.pdf</p> <p>https://www.bbc.co.uk/bitesize/topics/z784382/articles/zmrf6v4</p> <p>https://www.bbc.co.uk/cymru/tacteg/cymraeg/ca2/portread/gweithgaredd/dale nffeithiau/act01.shtml</p>
<p>Gwyddoniaeth Gwych!</p>  <p>Nawr eich bod yn deall beth yw hydoddi defnyddiwch eich gwybodaeth i gynnal arbrawf arall i ddarganfod pa sylweddau sy'n hydoddi. Defnyddiwch y cyfarwyddiadau ar y daflen i'ch helpu.</p> <p style="text-align: center;">Hydoddi.pdf</p>	<p>Top Trumps</p> <p>Ewch ati i greu 'Top Trumps' ar anifeiliaid peryglus y môr. Cofiwch gynnwys amrywiaeth o wybodaeth. Yna, chwaraewch y gêm gyda phartner.</p> <p style="text-align: center;">TopTrumpGC.pdf</p> 	<p>Creu cwis</p> <p>Ewch ati i greu cwis am anifail, creadur neu pysgodyn sy'n byw yn y môr. Gallwch chi greu cwis gwir neu gau, cwis dewis ateb neu beth am greu 'Kahoot'?</p> 

Celf

Ewch ati i greu darlun 2D o donnau gan ddefnyddio cyfrwng o'ch dewis. Ceisiwch gyfleu symudiad y tonnau drwy ddefnyddio llinellau ailadroddus. Edrychwch ar waith 'Hokusai' am ysbrydoliaeth.

https://www.google.com/search?q=hokusai&safe=strict&rlz=1C1GCEA_enGB906GB906&source=Inms&tbm=isch&sa=X&ved=2ahUKEwiT0dOGgo7qAhVGfMAKHfqhDuMQ_AUoAXoECCQQAw&biw=1536&bih=706

[Celf Hokusai.docx](#)

Blwyddyn 3

Meddyliwch am ansoddeiriau arbennig i osod yn y brawddegau ar y daflen isod.

[Meddyliwch am ansoddeiriau addas i.pdf](#)

Blwyddyn 4

Defnyddiwch yr ansoddeiriau, ar y daflen, i greu brawddegau diddorol eich hun.



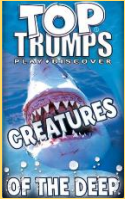
[Ansoddeiriau BI 4.pdf](#)

Casglu geiriau

Defnyddiwch y daflen i gasglu geiriau Saesneg am y môr. Casglwch gymaint o enwau, berfau ac ansoddeiriau ac y gallwch.



Home learning years 3 a 4 menu 22/06/20 – 03/07/20

<p>Solve some of these worded Mathematical and Numeracy questions:</p> <p>Blynyddoedd 3 a 4 https://resources.hwb.wales.gov.uk/VTC/2017/CiparFathemateg/ca2-subMenu.html</p> <p>Extension questions https://resources.hwb.wales.gov.uk/VTC/2017/CiparFathemateg/elements/CA2/4/echdynnuADEhongli.html</p> <p>Datrys problemau Data.pdf</p>	<p>Create a map of Wales and then label it with the following:</p> <ul style="list-style-type: none">• The site of Cantre'r Gwaelod.• The cities of Wales; Cardiff, Newport, Bangor, Swansea, St Davids and St Asaph.• Places which are important to you.• Places you have visited and why.• Anything else of interest to you. 	<p>Refresh your memory of the tale of Cantre'r Gwaelod and then write a character description of Seithennyn.</p> <p>What did he look like? What were his personality traits?</p> <p>Remember to use appropriate adjectives and to read over your work before uploading it to Hwb.</p> <p>http://www.readwritethink.org/files/resources/lesson_images/lesson1125/sample.pdf</p> <p>the-legend-of-cantre-gwaelod-story_ver_1.pdf</p>
<p><u>Super Scientists!</u></p>  <p>Now that you've found out all about dissolving use what you've learned to carry out a further experiment. Use the instruction sheet to help you discover which substances dissolve and which do not.</p> <p>Dissolving.pdf</p>	<p><u>Top Trumps</u></p> <p>Create 'Top Trump's based on dangerous sea creatures. Remember to include as much information as possible. When completed, play a game with a partner.</p> <p>TopTrumpGC.pdf</p> 	<p><u>Create a quiz</u></p> <p>Create a quiz on any animal, creature or fish that lives in or near the sea. You could create a true or false quiz, an options as answers quiz or you could create a 'Kahoot'?</p> <p>https://kahoot.com/blog/2018/06/14/how-to-create-quizzes-in-kahoot-app/</p>

Art

Create a 2D picture of waves using a medium of your choice. Try to convey the motion of the waves by using repetitive lines. Look at the work of the famous artist 'Hokusai' for inspiration.

https://www.google.com/search?q=hokusai&safe=strict&rlz=1C1GCEA_enGB906GB906&source=lnms&tbm=isch&sa=X&ved=2ahUKEwiT0dOGgo7qAhVGfMAKHfqhDuMQ_AUoAXoECCQQAw&biw=1536&bih=706

[Celf Hokusai.docx](#)

Year 3

Think of awesome adjectives to add to the Welsh sentences in the attachment below.

Year 4

Use the given Welsh adjectives to write your own sentences. See the attachment below.

[Ansoddeiriau - Translation for parents.pdf](#)

Collecting Wow Words

Use the sheet to collect as many 'wow words' about the sea as you can. Think of different nouns (things), verbs (doing words) and adjectives as you can.



[Think of words to do with the sea \(1\).pdf](#)