

**Text:** Stig Of The Dump  
**Portal story:** Stone Age Boy  
**Recount (Narrative):** Stone Age girl  
**Non Chronological report:** The Bubblians

**Grammar:** Use of a/an, commas in a list., conjunctions, inverted commas.

### English

**Light:** State the difference between light sources and other shiny objects and name a number of light sources including the Sun. Notice that light is reflected from surfaces  
Recognise that they need light in order to see things and that dark is the absence of light  
Recognise that light from the sun can be dangerous and that there are ways to protect their eyes  
Recognise that shadows are formed when the light from a light source is blocked by a solid object  
Find patterns in the way that the size of shadows change.  
**Forces & Magnets** Compare how things move on different surfaces  
Notice that some forces need contact between two objects, but magnetic forces can act at a distance  
Observe how magnets attract or repel each other and attract some materials and not others  
Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials. Describe magnets as having two poles  
Predict whether two magnets will attract or repel each other, depending on which poles are facing.

### Science

## Year 3 Autumn 2020-2021

**Title: Scavengers and Settlers**

Question: How did we live?



*Achieving  
Excellence  
Inspiring  
Dreams*

**Place Value:** Count in multiples of 4, 8, 50 and 100 from 0. Find 10 and 100 more/less than a number. Identify the value of each digit in a 3 digit number. Read and write number to 100 in words and numerals. Solve number problems.

**Addition and Subtraction:** Add and subtract mentally:  $3d - 1d$ ,  $3d - T$ ,  $3d - H$ . Estimate answers and use the inverse to check them. Solve missing number problems.

**Multiplication and Division:** Recall multiplication and division facts for 3, 4 and 8 times tables. Write and solve calculations.

**Fractions:** Identify fractions of an amount – unit fractions. Compare fractions.

**Measurement:** Measure, compare, add and subtract – capacity (ml/l). Calculate change. Know units of time – how many minutes in an hour etc. Compare/convert time.

### Maths

**RE:** Sharing and Being Generous. Compassion, Caring for others, animals and the environment. Creating Unity and Harmony. Participating and Willing to Lead.

**RE UNICEF Links Articles:**  
15/1714/29

**PSHE:** UNICEF Charters, e-safety, rules, learning to learn, friendship, loss and separation

UNICEF  
PSHE  
RE

**Art:** Explore prehistoric **cave paintings**. Chn to create their own paintings using textured paper for the backdrop and oil pastels for the picture.

Arts Week: focus on Street Art  
Christmas crafts – cards

**DT:** **Design, make and evaluate a sandwich filling**

### Art & DT

### Physical Education

**Fitness:** Undertake coordination activities, develop strength through AMRAP activities and develop determination to work quickly.

**Athletics:** Use running, jumping, throwing and catching in isolation & in combination, develop flexibility, control & balance and communicate with others during physical activities

**Tudor Dance:** Respond imaginatively to a stimulus & explore movement, copy & repeat basic dance steps with control & mostly in time to music and vary levels & pathways when performing

**Quicksticks:** Push pass & receive the ball with control, pass the ball over a longer distance with accuracy & power and hit a moving ball into a goal with some success

### Computing

#### Online-safety

Project Evolve:  
Health Wellbeing and Lifestyles.  
Online Relationships.

**UNICEF LINK: 8/16**

#### Computing: Coding

Write a program: Use j2Code tool 'Visual' to create a program.

### History

1. Knowledge Harvest: Introduce the term 'ancestor' and discuss our 'first ancestors', what they would have looked like, lived etc. **Draw image of what they think the 'first' human looked like.**
3. Discuss how we know about the past – primary/secondary sources.
4. Study the skeleton and artefacts of a Stone Age hunter.
5. Explore settlement of Skara Brae.
6. Study Stone Age Houses and **build one of each using natural materials.**
7. Explore life in the Bronze Age and Iron Age and compare with that of the Stone Age – **create a mind map**

### Geography

1. Locate continents on world map, making physical feature maps.
2. Compare life in Scotland and England, focusing on stereotypes, laws, traditions and culture.

**Create a tourist guide to Scotland**

### Modern Foreign Languages

**French:** Introductions, greetings and saying how you are; numbers 1-20; saying how old you are; colours; family members; parts of the body – "Heads, shoulders, knees & toes"

### Music

Using claves, explore rhythms linked to the Stone Age, with chanting.