

Fiction: Rags to Riches story, Recount
Poetry: Performance poems
Non-Fiction: Non-chronological report about Egyptians/pharaohs.
Reading: The Boy Who Grew Dragons, The Emperor of Absurdia
Grammar:
 *Paragraphs *Conjunctions
 *Inverted commas for speech
 *Apostrophes for singular possession
 * Prepositions

RE: Being Fair and Just, Being Accountable and Living with Integrity. Remembering Roots/Being Loyal and Steadfast
PSHE: Dreams and Goals: Staying motivated and persevering when being challenged. Look at people who have overcome challenges to achieve success and discuss what they can learn from these stories. Identify their own dreams and ambitions
Healthy Me: Make healthy choices, good relationships, take responsibility for keeping themselves and others safe, importance of exercise and how it helps their body to stay healthy.

Hockey (Quick sticks): Dribble the ball holding the stick in correct position. Pass and receive a ball with some control. Perform a pass and look for a space in an adapted game to receive the ball. Begin to tackle a player safely- when stationary and moving. Score whilst the ball is stationary. Adapted games to focus on accuracy. Adapted games, with variations of rules, begin to apply some basic principles for attacking & defending.
Multi-Skills:
 Balancing on various body parts while moving. Agility focus -changing direction at speed. Co-ordinate body to perform a combination of movements. Complete a variety of fitness tests successfully and achieve a personal best.
OAA:
 Use a key to follow a plan.
 Communicate with peers to complete challenges.
 Know the eight points of the compass. Identify what is at points on a grid using co-ordinates in the form (letter, number). Collaborate with members of a team to begin to solve problems Continue to develop leadership qualities while completing tasks as part of a team.
Kwik Cricket: Roll the ball with one hand and stop the ball attempting long barrier method. Throw and catch underarm with both hands (in isolation). Bowl underarm at a wicket and attempt overarm. Control with a bat (holding it correctly) hitting a ball off a tee and moving. Play a modified game using fielding and batting skills. Adapted games, with variations of rules, begin to apply some basic principles of striking and fielding.

Plants: Identify and describe the functions of different parts of flowering plants: roots, stem, leaves and flowers
 Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant
 Investigate the way in which water is transported within plants
 Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.
Animals and Skeletons: Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat.
 Identify that humans and some animals have skeletons and muscles for support, protection and movement.

Number: Count on in 50s and 100s, 10 or 100 more and less, place value of 3 digit numbers, order 3-digit numbers, solve number problems
Addition and Subtraction: formal methods with exchanging, inverse operations, solve problems, mentally add 3 digit and ones, tens, hundreds crossing tens, hundreds, thousands
Multiplication and Division: multiplication and division facts for 2, 5, 10, 3, 4, 8, formal methods for multiplication and division,
Fractions: Fractions of quantities, equivalent fractions, fractions as numbers.
Geometry: Draw 2-D shapes, recognise and make 3-D shapes, angles in shapes, parallel and perpendicular lines
Measures: measure and compare lengths, add and subtract length, tell and write the time from an analogue in minute intervals,
Statistics: Draw bar charts, pictograms and tables, solve one and two step problems

English

Science

Mathematics

PSHE and
RE

Physical Education

Year 3 Spring 2024-2025

Title: Egypt-Ancient/Modern



*Achieving
Excellence
Inspiring
Dreams*

Music

Glockenspiel 1

Explore and develop playing skills through the glockenspiel.
Music Week: Ravi Shankar: Call and Response.

French: Say the months of the year, days of the week and name family members

Modern
Foreign
Languages

Art & DT

Art: Use chalks, crayons and charcoal to complete observational drawings
 -Explore shading with different media to achieve a range of dark and light tones.
 -Draw a face with increasing accuracy, putting features in the right places and ensuring they are the correct sizes
 -Draw objects from different viewpoints o show 3D aspects
 -Mix colours effectively, knowing how to create secondary colours.
 -Experiment with applying colour in different ways, e.g. dotting, stippling, scratching, splashing
 *Mother's Day Art – make a card
D&T: Design, make and evaluate a cardboard structure (packaging for Easter chocolate)

Geography

Know where Egypt is located on a world map
 Know what continent Egypt is in and know the name of its capital city
 Know two countries that border Egypt
 Know what the weather is like in Egypt and can discuss the temperature, rainfall, wind and potential weather warnings
 Know what types of transport they have in Egypt,
 Know the names of some of the traditional food.

History

Create a map of Ancient Egypt (with pyramids, Nile and Valley of the Kings).
 Understand why the Nile was important in Ancient Egypt.
 To know that hieroglyphics are ancient Egyptian writing and why the Rosetta Stone was important.
 Pyramids were built as tombs for pharaohs. Find out about the mummification process and make a Mummy. Enquiry: Does the Amesbury Archer or King Tutankhamun's tomb tell us more about the time in which they lived?

Computing

Digital Content:
 Use Jit5 to create a gif with a background from ancient Egypt. Create an invitation to the learning share by combining text and images.

Online Safety- Project Evolve Self image and Identity. Privacy and Security

Explain what is meant by the term 'identity'. Describe simple strategies for creating and keeping passwords private.