

Book Spine Texts

The Day I Fell into a Fairytale, Tin Forest

Writing purposes

Writing to entertain: Portal story (Stone Age Boy, Satoshi Kitamura)

Writing to inform: Recount (Bishops Wood trip)

Writing to entertain: Poetry (Tell me a Dragon, Jackie Morris)

Grammar

Paragraphing, use of a/an, conjunctions, inverted commas, headings/sub-headings and adverbial phrases.

English

Light: Recognise that they need light to see things and that dark is the absence of light.

Notice that light is reflected from surfaces.

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 an opaque object.

Find patterns in the way that the size of shadows changes.

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 based on 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

Stone Age, Iron Age and Bronze Age



*Achieving
Excellence
Inspiring
Dreams*

PSHE RE

RE: Sharing and Being Generous.

Compassion, Caring for others, animals and the environment. Creating Unity and Harmony. Participating and being willing to lead.

PSHE: Being me in my world

Setting goals/self- identity and worth/rules, rights, responsibilities/rewards and

Physical Education

Kwik 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.

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

Multiskills: 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.

Handball: develop ball awareness, practice dribbling, and learn to pass and receive the ball safely within five seconds, including scoring with a passive goalkeeper. Introducing footwork, dodging, and basic attacking and defending principles through warm-ups, conditioned games, and 3v3 with key rules.

Computing

Coding – Write a Program Part 1 (Block Based Sequences) and Part 2 (Drawing Shapes)

Write a program: Use j2Code tool 'Visual' to create a program, using sequencing and debugging strategies Create programs to draw simple shapes, using repetition and sequence.

E-Safety – Project Evolve:

- Health Wellbeing and Lifestyles
- Online Relationships
- Online Reputation

History

Explore the Stone Age, Bronze Age, and Iron Age in order. Describe how people moved from hunter-gatherers to farming and building homes. Explain how bronze and iron tools changed life. Learn about Bronze Age life through the Must Farm discoveries. Understand the arrival of the Romans and its impact on Britain.

Enquiry: Which turning point between 9300 BCE and 43 CE changed Britain most?

Geography

-Locate continents on world map, zooming into Scotland
-Identify some key physical features of the UK (mountains, hills, coasts and rivers) and explore how some of these have changed over time
- 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; parts of the body – “Heads, shoulders, knees & toes”

Music

Bring us Together

To follow a leader when singing.
To enjoy exploring singing solo.
To sing with awareness of being ‘in tune’.
To have an awareness of the pulse internally when singing.

Maths

Place Value: Count in multiples of 4 and 8. Find 10 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 – ones, 3d – tens, 3d – hundreds. Estimate answers and use the inverse to check them. Solve missing number problems.

Multiplication and Division: Recall multiplication and division facts for the 3 times tables. Write and solve calculations.

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

Measurement: Measure, compare, add and subtract length and weight. Calculate change. Know units of time – how many minutes in an hour etc. Compare/convert time. Tell the time to the nearest minute.

Art: Design and create a collage on the theme of identity. Select and use materials, applying overlapping, overlaying and embellishment.

DT: Design, make and evaluate a Christmas stocking, using sewing skills to put it together.
Christmas crafts – cards.

Art & DT