

English

- 'Lonely Beast' novel by Chris Judge. Developing character through description and feelings. Retelling stories through the use of story maps.
- Tweddle Farm visit, a stimulus for thank you letters and recounts.
- Non-Chronological report linked to science topic of the body, muscle and the skeleton.
- Halloween descriptions
- 'Oliver and the Seawigs' novel by Philip Reeve. Linked to the power of reading project and used to explore a range of writing genres.
- National Film Week. Using a multimedia stimulus to support creative writing.
- Lambton Worm, exploring the features of a local legend and creation of similar ones.
- 'The Snowman' by Raymond Briggs. Descriptive writing linked to feelings, adventure, excitement and loss.
- Grammar and punctuation: using time conjunction, adverbs and prepositions to express time and cause and the use of fronted adverbials to enhance the quality of writing.

Maths

Number and Place Value

Know the place value of numbers under 1000.
Order numbers under 1000.
Reason and solve place value problems for numbers to 1000.

Addition and Subtraction

Add and subtract 3 digit numbers using written methods.
Be able to solve addition and subtraction problems.
Explain how to add and subtract numbers below 1000.
Times tables and division facts relating to 2x, 3x, 4x, 5x, 8x, 10x tables.

Languages - French

My Family

Learn and be able to use the vocabulary relating to family members for example; la famille, le frere, la grand-mere, le grand-pere, la soeur, la mere and le pere.
European Languages Day
France: Culture, food, key phrases.

Art and Design

Stone Age Art

Children to create replica cave drawings and rubbings using a range of different media including chalks and pastels.

Geography

Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.
Explore UK countries, capital cities and landmarks through the use of maps and atlases.

Year 3 Autumn Term The Adventure Starts Here



History

Stone Age to Iron Age

A study of the Earth's and human development within the Stone Age Period. Looking at Stone Age society, animals, housing, food and inventions, etc. Considering land use and areas of settlements including shifting continents. Study of inventions from Stone Age to Iron Age in Ancient Britain. Visit to Hastings Hill and Sand Hills, to support understanding.

Computing

We are programmers

Planning, writing and testing computer programs for digital devices, from floor turtles to tablets.

We are bug fixers

Some of the computer science foundations – particularly algorithms, logical reasoning and decomposing problems into smaller parts.

Music

Appreciate and understand a wide range of music from composers such as: Howard Blake (The Snowman.) Add percussion to simulate flight and crescendo.

DT

Containers/Packaging.

Sheet materials E.g. Christmas gift box, treasure box sandwich packaging.

Skills; using nets, scoring, cut internal slots, joining card, strengthening joints, decorative and aesthetic qualities.

RE/PSHE/ British Values.

Christianity - Who is God? - Who is Jesus? Festivals, Harvest, Advent and Christmas.
Agree and establish class/school rules and recognise the importance of laws.

PE

Football Skills with SAFC.
Throwing and Catching.
Swimming
Use a range of strokes effectively.

Science

Animals including Humans

Identify that animals, including humans, need the right types and amount of nutrition.
Identify that humans and some other animals have skeletons and muscles for support, protection and movement.

Forces and Magnets

Compare how things move on different surfaces.
Notice that some forces need contact between 2 objects, but magnetic forces can act at a distance.
Observe how magnets attract or repel each other and attract some materials and identify some magnetic materials
Describe magnets as having 2 poles.
Predict whether 2 magnets will attract or repel.