

## English

'Lonely Beast' novel by Chris Judge. Developing character through description and feelings. Retelling stories through the use of story maps.

'Roald Dahl stories' looking at characters, narrative and story writing.

Non-Chronological reports linked to history and science topics of the Stone Age and the body, muscle and the skeleton.

'Oliver and the Seawigs' novel by Philip Reeve. Linked to the power of reading project and used to explore a range of writing genres.

Poetry linked to geography topic – Rio and South East Brazil.

'The Snowman.' Use movie clips to describe characters, draw inference and evoke feelings about Christmas.

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

### Addition and Subtraction

Adding and subtracting up to 3 numbers that bridge through 10

### Numbers to 1,000

Place value, counting and comparing numbers. Use known facts to add and subtract within 1,000.

Measure/convert using mm/cm/m g/kg ml/l

### Right Angles

Identify right angles in various polygons

### Multiplication Tables

X10 X2 X5

## Languages - French

### My Family

Learn and be able to use the vocabulary relating to greetings.

Rigolo- Unit 1

### European Languages Day

France: Culture, food, key phrases.

## Art and Design

### Stone Age Art:

Children to look at work by 'Alison Dearborn'. Chn create replica cave drawings and rubbings using a range of different media including crayons, paint wash, chalks and pastels. **Gaudi Study.**

**Clay Work:** Make clay leaf bowls.

Weaving/Textiles.

## Computing

**Coding:** To develop coding skills, pupils have the opportunity to explore program design.

**Touch Typing:** children begin to learn the basics of quick and efficient typing using all digits.

**Spreadsheets:** Children will begin to use of simple spreadsheets and how to calculate a range of problems using the correct tools.

**Online safety:** Children are taught a range of ways to protect themselves when working on a digital device and online.

## Year 3 Autumn Term



## 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.

## Geography

Children will study **Rio and South East Brazil.**

They will learn the location and human/physical features of Rio de Janeiro and South-East Brazil, as a region in The Americas. Children will compare these new places with places they are familiar with.

## Music

Use Charanga and sing up to support.

1<sup>st</sup> half: The Carnival of the animals as stimuli. Chn to create 'animal soundscapes'. Eg; jungle animals, arctic creatures, etc.

BBC ten pieces to focus on listening and appraising.

## 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.

Health and wellbeing- healthy lifestyles, growing and changing and keeping safe.

## PE

Real PE- Coordination, balance and agility.

### 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.