

ICT: Keyboard Skills & Safe Internet use

To learn skills and practice techniques to make computer use more efficient.

Safe and appropriate internet use using search engines, framing and researching topic based questions.

Music: Composition

To understand the beginnings of music

To write simple compositions for the recorder

RE: Saints

To learn more about Christian Saints.

To find out about the Patron Saints for the UK, St Francis of Assisi and St Peter.

To explore the figure of Mary, the Mother of Jesus.

Games/ PE: Symmetry& Assemtry

Language of Dance – Egyptians

Games – Agility training

To develop children's basic sports skills in a fun way using play and simple activities to help them get involved in games and improve at their own rate.

Topic: Ancient Egypt

To explore archaeological discoveries and how we use them.

To use sources of information to make simple observations, inferences and deductions.

To develop our understanding of characteristic features of a society and explore their way of life and find out about the different ways the past is represented.

Literacy:

Plan a Beatrix Potter story for World Book Day

Instructional texts, recipes

George's Marvellous Medicine

Stories with familiar settings – Charlotte's Web

Word and sentence level skills, including language (adjectives, verbs, adverbs and connectives), punctuation and spelling.

Year 3

Spring Term First Half

PSHE :

Getting On and Falling Out

Health and Safety in School

Science: Materials

To obtain evidence to test scientific ideas – eg: how do we know which material to use for...?

To plan a fair test and explain why it was fair

To identify properties of common materials

To understand that materials are suitable for making a particular object

DT: Picture Frames

To look at a selection of picture frames and deconstruct them to see how they work.

To design and make a simple picture frame out of card or wood.

To evaluate their finished item.

Maths:

Multiplication Tables (3x, 4x, 6x)

Rounding to 10 and 100

Number bonds to 100

Multiply and divide by 10

Problem solving and sequences

3D shapes

Symmetry

Reading scales and weight