

Planned half term	Year 3	History	Design and Technology	Geography	Computing	Art	French	PE	Music
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Autumn 1</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Visit to the Ancient Technology Centre</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">I am Warrior</p>	<ul style="list-style-type: none"> ·Place the time studied on a time line. Use dates and terms related to the study unit and passing of time. · Sequence several events or artefacts. · Find out about everyday lives of people in time studied. · Compare with our life today. · Identify reasons for and results of people's actions. ·Distinguish between different sources - compare different versions of the same story. ·Begin to use the library and internet for research. 	<ul style="list-style-type: none"> · Generate, develop and explain ideas for products to meet a range of needs. ·Plan what they are going to do. ·Communicate design ideas in different ways. ·Identify how the finished product will look. ·Reflect on their progress, identifying ways they could improve their products. 	<ul style="list-style-type: none"> ·Use maps to locate countries of Europe. ·Match key landmarks to the country (Colosseum / Roman Forum) ·Compare physical and human features. Identify main trade and economy. Locate places in the world where volcanoes occur (Mount Vesuvius) ·Understand the different causes of volcanoes and the process that occurs before a volcano erupts. Draw diagrams, produce writing and use the correct vocab for each stage of the volcanic eruption. ·Ask and answer questions about a volcanic eruption. ·Discuss how volcanoes effect human life. ·Ask, research and explain the following questions: Why did the Romans choose to settle where they did? what were their settlements like? How did they use the land and how is the land used today? How did they trade? How is that different today? 	<p>N/A for this topic.</p>	<p>Celtic designs/ Facepaints/ junk modelling</p> <ul style="list-style-type: none"> · To control a pencil with increasing confidence. ·To shape, form, model and construct from observation. ·To create repeating patterns. · To explore their own ideas. · To adapt and improve their work. 	<ul style="list-style-type: none"> ·Listen and show understanding by joining in and responding. ·Use songs and rhymes to link spelling patterns and sounds. ·Ask and answer questions, express opinions, respond, speak in sentences. 	<p>Tag rugby Handle a rugby ball with confidence</p> <p>Evade attackers using footwork and body control</p> <p>Link skills to perform as a team in attack</p> <p>Use basic game principles of tag rugby and play within simpler rule</p> <p>Forest School</p> <p>To cooperate in social groups.</p> <p>Compromise to work towards a common goal.</p> <p>Use of tools inc sheath knife, junior saw, long-handled loppers, peelers and hand drill.</p> <p>Build natural shelters using various materials.</p> <p>Collect fire wood to build a fire.</p> <p>Invasion games.</p>	<p>Rhythm</p>

Planned half term	Year 3	Science	Design & Technology	Music	Computing	Art	French	PE	Geog/His
<p style="text-align: center;">Autumn 2</p> <p style="text-align: center;">Visit from a trauma nurse</p>	<p style="text-align: center;">Rattle those bones</p>	<p>Science</p> <ul style="list-style-type: none"> · identify that humans and some other animals have skeletons and muscles for support, protection and movement. · 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 	<p>Building a hill fort and a model of the Colosseum.</p> <ul style="list-style-type: none"> • Generate, develop and explain ideas for products to meet a range of needs • Plan what they are going to do • Communicate design ideas in different ways (e.g verbally, pictorially) <p>Identify how the finished product will look</p>	<p>improvise and compose music for a range of purposes using the inter-related dimensions of music</p> <ul style="list-style-type: none"> ♣ listen with attention to detail and recall sounds with increasing aural memory ♣ use and understand staff and other musical notations 	<p>I can save and retrieve work on the internet, the school network or my own device</p> <p>I can use search tools to find and use an appropriate website.</p> <p>I can recognise websites and games appropriate for my age</p>	<p>To control a pencil with increasing confidence.</p> <p>To draw whole sketches.</p> <p>To experiment with different types of line to create a composition (thick and thin, wavy and curved) looking closely at the type of line to fit the form.</p>	<ul style="list-style-type: none"> · Listen and show understanding by joining in and responding. · Use songs and rhymes to link spelling patterns and sounds. · Ask and answer questions, express opinions, respond, speak in sentences 	<p>Dance</p> <p>Building stylistic qualities of Barn Dance through repetition and applying movement to own bodies</p> <p>Building basic creative choreography skills in travelling, dynamics and partner work in the specific style of Barn Dance.</p> <p>Tag rugby</p> <p>Handle and pass a rugby ball with confidence</p> <p>Confidently evade attackers using footwork and body control</p> <p>Link skills to perform as a team in attack</p> <p>Use basic game principles of tag rugby and play within simpler rule</p>	<p>N/A for this topic</p>
		<p style="text-align: center;">3</p>	<p style="text-align: center;">Predator</p>	<p style="text-align: center;">Science</p>	<p style="text-align: center;">Visit from Xtreme Falconry (birds bought into school)</p>	<p style="text-align: center;">Fantastic Mr Fox</p>	<p>Fiction - Stories about imaginary worlds. Non-fiction - Recounts. Performance Poetry.</p>	<p style="text-align: center;">Collage</p>	<p>Place Value - 3 and 4 digit numbers. Fractions. Angles; 2D shape</p>

4	Flow	Geography	Junk Modelling - Creating a water course.	Wind in the Willows	Non-chronological reports. Myths and Legends. Poetry to express emotion.	Water colour paintings	Addition & Subtraction. Time. Multiplication & Division.	Netball / Dance	Plants
5	Urban Pioneer	Art/Design	Class Graffiti Wall	Comic Books (various)	Plays and Dialogues. Persuasive writing. Animal Poems.	Banksy inspired stencil art / perspective drawing	Addition & Subtraction. Multiplication & Division. Statistics/Data; Weight.	Cricket/ Athletics	Rocks
6	Tribal Tales	Science	Investigate Metals	Iron Man	Adventure Stories. Recounts. Shape Poems.	Charcoal	Addition & Subtraction. Time. Multiplication & Division.	Rounders / Athletics	Forces and magnets