

English

- Lists-What animals should we have in the park?
- Poetry- Shape and Riddles- Who/What am I?
- Recount- visit to Newquay Zoo.
- Information writing- labelled diagrams, animal fact files and sentence writing 'Did you know?'
- Read and follow instructions for cooking.
- Read stories about animals and use them as a stimulus for writing e.g. The Selfish Crocodile, The Tiger who came to tea.
- Write an adventure story linked to speaking and listening / role play activities.
- Use the correct punctuation- capital letters and full stops, question marks. (Year 3s will revise all punctuation learnt in year 2.)
- Identify a noun, verb, adjective and adverb.
- Letter writing including to Father Christmas.

PE

- Dance- Moving like different animals- 'I want to be like you.' The Snowman theme song.
- Games- multi-skills with Plymouth Argyle.
- Gym- Body shape and balance.

Science

- Classification of animals according to their features.
- Make observations and write a report using scientific vocabulary.
- Name different animals that live in different habitats.
- Understand what animals and humans need to survive.
- Understand the importance of diet, exercise and hygiene to staying healthy and happy.
- Draw and label animal and human body parts.
- Identify that humans and some animals have skeletons and muscles for support, protection and movement.

PSHE/

- Our new classroom and our class rules.
- What helps me to learn?
- It's good to be me!

RE

- Stories from the Old Testament.
- Festivals and Celebrations including Christmas

Maths

- Number work
 - Order and compare numbers.
 - Addition and subtraction mentally by using apparatus or by counting on/ back. (Year 3s- continue to develop mental strategies and written methods.)
 - Multiplication, counting in and recognising multiples of 2s, 5s and 10s. (yr3s- also 4s. Using knowledge of tables to divide.)
- Statistics – interpreting and drawing block graphs and pictograms.
- Shape- position and direction. Measuring time.
- Solving reasoning questions and problem solving investigations to promote maths mastery.

Animals including humans and Flight



Autumn Term 2018- Class 2



Art

- Use drawing to develop and share their ideas.
- Develop a range of art techniques in using pattern, colour, line, shape and form.

DT

- Use the basic principles of a healthy and varied diet to design and prepare food/drink.
- Use a range of materials to design and make a hot air balloon and flying machine.

Music/French

- Sing French songs linked to topic work.

Computing

- Use websites to find out more about animals, humans and flight.
- Programme a Beebot.

Geography

- Use aerial photos to identify geographical features and draw maps.

History.

- Mini topic on the history of flight involving ordering events on a timeline and finding out about the Wright Brothers, understanding the significance for their inventions and how they have changed our lives.