

Year 3

Spring Term 2017

Religious Education

Using the Come and See scheme the children will learn about:

Journeys – exploring the journey the church takes through the Liturgical year and spiritual journeys such as pilgrimages.

Listening & Sharing – exploring the Eucharist as the central focus of the Mass

Giving All – Lent, preparing for Easter and Jesus' sacrifice.

Easter presentation – The last Supper

EPR (PSED, SEAI, PSHE, Citizenship)

Getting on and falling out – friendship, teamwork and resilience

Good to be me – managing my feelings, standing up for myself

Understanding English, Communication and Languages

Traditional tales – creating their own fairy tale with a modern twist. **Report Writing** – features of a report, create an information report about an animal of their choosing. **Poetry** – haiku, tanka and cinquain. **Explanation text** – writing clear instructions for playing a game. **Creative writing** – putting all our skills into an extended piece of writing inspired by an object found in the lost property box. **French** – 1-20, games, birthdays, what do you do?

Mathematical Understanding

Multiplication and Division – developing our understanding of the link between the two, begin to use more formal methods to record our calculations. **Measurement** -

Fractions – finding fractions of a group of objects and of a number, to add and subtract fractions with the same and different denominators **Roman numerals**.

Children should be practising their times tables at home for weekly tests – 3 and 4 first, then 6 and 8.

Scientific and Technological Understanding

Forces and magnets – investigating forces that require contact = pushes and pulls and friction. Magnets - how does a magnet work? Investigating magnetic materials, attract and repel as forces, designing our own investigations to explore our ideas about magnets.

Understanding Physical Development, Health and Well Being

Swimming – every Thursday

Ball skills – every Tuesday

Historical, Geographical and Social Understanding

The Romans – the Celts before they came, how the Romans conquered Britain, what they bought here and why they left

Computing

Coding – program a BeeBot to follow a route around a grid through various checkpoints. Recording this program as an algorithm. Transfer this learning to a computer based program - Scratch.

Understanding the Arts

Sewing - design and make our own special Mother's Day gifts.

Food – making scones.

Music – the Orchestra

Mosaic – design and make a Roman inspired mosaic

Enhancement

To bring our learning in History to life we have planned a class trip to Fishbourne Roman Palace, Chichester. Here we will be finding out more about the Romans everyday lives, what their houses were like, exploring real Roman artefacts and view the amazing mosaics that are still there today. We will take inspiration from this trip for one of our DT projects. A team will participate in the Glebelands Science Challenge.