

Year 3 Summer Term 1

Curriculum Overview

The Tudors

Outcomes:

- To write a report on Biscovey Academy (distance writing week 1)
- To write a section of story, based on the story of Pocahontas, and create a group story book.

Key Objectives Covered:

Reading

- to apply their growing knowledge of root words, prefixes and suffixes when reading aloud and when comprehending any new words they meet.
- to develop positive attitudes towards reading and understanding what they read by:
 - listening to and discussing a range of different books.
 - reading books that are structured in different ways.
 - using a dictionary to check the meaning of words they have read.
- participate in discussion about both books that have been read to them, and those they have read themselves, taking turns and listening to others.

Vocabulary, Grammar and Punctuation

- extending the range of sentences with more than one clause by using a wider range of conjunctions.
- using fronted adverbials (openers) followed by a comma.
- using and punctuating direct speech.

English

Writing

- to use the horizontal and diagonal strokes that are needed to join letters.
- to increase the legibility, consistency and quality of their handwriting.
- to discuss writing similar to that which they are planning to write in order to learn from its structure, vocabulary and grammar.
- organise paragraphs around a theme.
- to create setting, characters and plot.

Target Sentences

Consolidate

2A BOYS List Time De:De O.(I.) if, if, if, then

Introduce Some, others

Speaking and Listening

- to read aloud their own writing to the class or group, using appropriate intonation and controlling the tone and volume so that the meaning is clear.

Art & Design

Outcomes:

- Create an image of themselves as a Tudor monarch in the style of Hans Holbein

Key Objectives Covered:

- Lower KeyStage 2 Art in Context/History he/she can create images in the style of an artist from history. (Hans Holbein)

Computing

Outcomes

- To create a Microsoft Powerpoint presentation on a given topic within The Tudors, for example Tudor explorers

Key Objectives Covered:

- to select, use and combine a variety of software to design and create content that accomplishes a given goal, including presenting data and information.
- to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- to use technology safely, respectfully and responsibly, identifying ways to report concerns about content.

Design & Technology

Outcomes:

To create a wooden maze, through which a small ball bearing can travel, using a magnet to control it.

Key Objectives Covered:

Design:

- to generate, develop, model and communicate their ideas through discussion and annotated sketches.

Make:

- select from and use a wider range of tools and equipment to perform practical tasks accurately.

Evaluate:

- evaluate their ideas and products against their own design and consider the views of others to improve their work.

Geography

Outcomes:

- To explain how during Tudor times, the world was explored.

Key Objectives Covered:

- to locate the world's countries, using maps, atlases and globes.
- to name and locate countries and cities of the United Kingdom.
- To recognise how some land features have changed over time.

to describe and understand key aspects of human geography, including trade links.

Addition and subtraction

- add and subtract numbers mentally, including:

- a three-digit number and ones
- a three-digit number and tens
- a three-digit number and hundreds

- add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction

- estimate the answer to a calculation and use inverse operations to check answers

- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction

Measurement

- measure, compare, add and subtract: lengths (m / cm / mm); mass (kg / g); volume / capacity (l / ml)
- add and subtract amounts of money to give change, using both £ and p in practical contexts
- record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m. / p.m., morning, afternoon, noon and midnight
- know the number of seconds in a minute and the number of days in each month, year and leap year
- compare durations of events, [for example, to calculate the time taken by particular events or tasks]

Statistics

- interpret and present data using bar charts, pictograms and tables
- solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled - bar charts and pictograms and tables.

Number and place value

- identify, represent and estimate numbers using different representations

Fractions

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and dividing one-digit numbers or quantities by 10
- recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators

Mathematics

Science

Plants:

- identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers.
- explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant.
- investigate the way in which water is transported in plants.
- explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.

Forces & Magnets:

- compare how things move on different surfaces.
- notice that some forces need contact between two objects, but magnetic forces can act at a distance.
- observe how magnets attract or repel each other and attract some materials but not others.
- compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials.
- describe magnets as having two poles.
- predict whether two magnets will attract or repel each other, depending on which poles are facing.

Key Objectives Covered:

History

Outcomes:

- to have an increased understanding of local and British history (The Tudors).
- to use a range of sources to research a Tudor related topic and to create a presentation on their findings to report back to the rest of the class.

Key Objectives Covered:

- to know and understand the history of Britain from the earliest times to the present day.
- to know how people's lives have shaped this nation and how Britain has influenced and been influenced by the wider world.
- to gain and understand arrange of abstract terms, such as empire, parliament, peasantry, etc.
- to understand the methods of historical enquiry, including how evidence is used to make historical claims.

Modern

Outcomes:

- To play some party games using French
- To write an invitation to a party
- To say what they can do and demonstrate with appropriate actions
- To use je peux as a verb and as a question
- To identify and label parts of the body
- to use and recognise a variety of colours

Key Objectives Covered:

- to understand and take part in simple party games
- to copy and write accurately simple words and phrases
- to learn a wider range of verbs
- to reply and respond to the question Qu'est-ce que tu peux faire using the correct sentence structure
- use newly learnt vocabulary to join in with a game

Languages

Music

Outcomes:

- To create music based on the Tudor period
- To know, understand and use standard musical notation of crotchet, minim and semibreve to indicate how many beats to play.
- They perform songs that reflects their meaning and the occasion

Key Objectives Covered:

- To develop an understanding of the history of music during the Tudor period
- To learn, use and understand standard musical notation

Physical

Outcomes:

- To partake in a QuadKids Athletics event.
- To partake in a tennis tournament.
- To partake in sports day.

Key Objectives Covered:

- to use running, throwing and catching in isolation and in combination.
- to play competitive games, modified where appropriate.
- to develop flexibility, strength, technique, control and balance.
- to perform dances using a range of movement patterns.
- to compare their performances with previous ones and demonstrate improvement to achieve their **personal best**.

Education

Religious

Outcomes:

- To develop the children's understanding of the word 'Religion'.
- To understand how different religions make up our multicultural nation
- To develop understanding of 'religious tolerance' and 'mutual respect' and how to demonstrate these qualities within the school and the community.

Key Objectives Covered:

- See locally agreed syllabus for RE.

SEAL LINK: Relationships

Education