

## Spring Two: A Journey Through Time.

### Exciting Events:

- Trip to Gloucester Life Museum – Victorians
- Experience Easter



## English

### NC Objectives

- Use a range of synonyms for common verbs
- Use irregular verbs in the past tense
- Listen to, read and discuss a wide range of fiction, non-fiction and poetry

### Key Learning Outcomes

Texts: *The Little Match Girl* retold by Jerry Pinkney  
*The Tinderbox* retold by Stephen Mitchell  
Poetry, Narrative, Non-fiction writing

## History

### NC Objectives

- Describe events and periods using the words: ancient and century
- Use various sources to piece together information about a period in history
- Use their 'information finding' skills in writing to help them write about historical information

### Key Learning Outcomes

- Timelines
- Queen Victoria's reign and laws
- Victorians in Gloucestershire, Moreland's Match Factory
- Victorian children

## Year 3 Spring Term Two Overview

We are continuing our school year with a brand new theme – A Journey Through Time! Each year group will be learning about different periods of history. Our children will be able to discover many fascinating facts as they compare our lives to the lives of people from other times and places. Learning from across the whole curriculum will take place on our adventure into the past.

## Mathematics

### NC Objectives

- 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.
- Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).
- Measure the perimeter of simple 2D shapes.
- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.

### Key Learning Outcomes

- Statistics
- Length and perimeter
- Fractions

## Computing

### NC Objectives

- Explain how an algorithm works
- Tell when an algorithm has worked or not.
- Give some examples of what algorithms can be used for.
- Write my own algorithm

## Art and Design Technology

### NC Objectives

- Imitate some of the techniques used by studied artists
- Improve the mastery of art and design techniques, including drawing and painting

### Key Learning Outcomes

- Produce work in the style of Lowry
- Sketching Queen Victoria

## Physical Education

### NC Objectives

- Develop flexibility, strength, technique, control and balance
- Use running, jumping, throwing, catching in isolation and in combination

### Key Learning Outcomes

- 3WS – Swimming / Tennis
- 3KB – Netball / Tennis

## Eco Learning Opportunities

### Opportunities

- Industrial Victorian Britain – link to renewable energy
- Reusable materials used in Victorian times before plastic etc. Ideas to apply to modern times.

## Music

### NC Objectives

- Play and perform using instruments
- Use and understand musical notation

### Key Learning Outcomes

- Play and perform The Dragon Song

## PSHE/RSE

### Key Learning Outcomes

- Citizenship
- Medicines

## French

### NC Objectives

- listen attentively to spoken language and show understanding by joining in and responding
- broaden vocabulary, including using a dictionary

### Key Learning Outcomes

- Food and healthy eating
- Days of the week, months of the year

## Religious Education

### NC Objectives

- Can they describe different features of religions and worldviews?
- Can they make connections between different religions and world views?

### Key Learning Outcomes

- Finding out about and comparing different places of worship
- Experience Easter