

Spring Two: A Journey Through Time.

Year 3 Spring Term Two Overview

Exciting Events:



- Science Creative Week
- Experience Easter
- World Book Day

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, Biography, Persuasive text

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

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

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
- **Maths In other subjects**
- Ordering numbers on a timeline (History)

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 / Dance /OAA
- 3MA - Dance / OAA

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 Three Little Birds

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

Lifesavers

BIG QUESTION:

How does money make us feel?