

### English

Our focus text for this half-term is *We are starting an exciting talk for writing unit* this half-term. It is based around *The Green Children* and will include lots of book talk and story map work. Our grammar focus is still on subordinate conjunctions moving on to dialogue.

### Maths

This half-term we will be developing our skills with 3-digit numbers and adding and subtracting with these numbers. We will also cover Multiplication and division.

### Science

In Science, we are moving on from nutrition and beginning to look at the human skeleton. We will learn the names of all the bones and major muscles in the body and will look at how they work together to generate movement.

## Year 3 Autumn 2 Overview

### History

Towards the end of this half-term, we will begin exploring pre-historic Britain. Our key question is: 'How did trade develop in early Britain?' We will explore skills such as chronology, historical questioning, and artefact investigation.

### R.E.

The branch we are focusing on this half-term is Prophecy and Promise. This will include exploring the Prophet Isaiah, The Annunciation and Mary Joseph's dream. We will then explore Advent and the birth of Jesus.

### D.T

The children will be tasked with researching and experimenting with existing shell structures. Then we will be making and evaluating our own Christmas themed gift box as part of developing our skills in shell structures.

### P.E.

We will be exploring skills linked to gymnastics this half-term. Skills will include balances, travels, jumping and landing safely. The unit will finish with the children developing sequences in pairs using the skills we have explored.

### Music

Our focus this half-term is ballads. The children will learn what a ballad is, how to identify their features and how to convey different emotions when performing them.

### Computing

During this half-term, the children will learn to use a range of techniques to create a stop-frame animation using tablets. Children will then apply these skills to create a story-based animation.