

English

Our novel focus this half-term is **The Iron Man by Ted Hughes**. We will follow the journey of the Iron man and explore a variety of skills through reading and analysing the novel. The children will then write their own story based on the original plot structure.

Science

This half term we will be looking at Rocks. We will be comparing and describing rocks as well as grouping them into sedimentary, igneous, or metamorphic rock. We will be learning about the layers beneath us and learning how fossils are created.

Maths

During Spring one, we will be looking at multiplication and division including multiplying and dividing 2-digit numbers by 1-digit numbers. We will then move on exploring length and perimeter and then fractions.

History

We will be exploring pre-historic Britain this half-term. Our key question is: 'How did trade develop in early Britain?'

We will explore skills such as chronology, historical questioning, and artefact investigation.

Year 3 Spring 1 Overview

R.E.

We will start this half-term by looking at the Epiphany and the Three Wise Men. Following this we will explore Jesus' baptism and his Ministry. This will include exploring some of the parables and miracles he performed.

French

In French, we will be learning all about animals. We will be able to name common animals, say what our favourite animal is and write sentences about animals. We will also recap our number work and talk about our ages.

P.E.

We will be completing an intensive swimming block during this half-term.

This will include building children's swimming stamina, different swimming strokes and water safety. We will then revisit fundamental skills and work on basic movements that we use throughout life.

Art

We will be doing a block of art this half-term linked to our history unit. We will explore cave paintings found in pre-historic times to inspire our own artwork. Further into our unit, we will explore repeated patterns and the technique of printing.

Computing

This unit explores the concept of sequencing in programming through scratch. The children will be introduced to a selection of motion, sound and event blocks which they will use to create their own programs, featuring sequences.