



English

This half term we will be reading the story Cliffhanger by Jaqueline Wilson. We will begin by reading and analysing the story and use point and evidence style questions. We will write a discussion text giving our reasons for and against Tim, the main character, going on the adventure holiday. We will then write letters and diary entries in role as one of the characters. Following this, we will learn how to write a persuasive letter, linked to our learning in Science and Design Technology. Children will also have daily spelling, handwriting and grammar lessons and a weekly guided reading session with a follow up task.

Maths

In maths, we will continue to look at the vital skill of **telling the time**: Estimating and reading time with increasing accuracy to the nearest minute, Comparing time in terms of seconds, minutes, hours, Using vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon, midnight., Knowing the number of seconds in a minute and the number of days in each month, year and leap year and comparing the durations of events. We will then increase our **understanding of shape**; looking at different turns, angles and lines of 2D shapes before progressing to 3D shapes. Finally, we will combine our maths and computing skills to look at tables, charts and data in **statistics**. We will also continue to focus on the **year 3 expected times tables: 3's, 4's and 8's**.

R.E.

Our first topic this half term, is Choices when we learn that, when making a choice, it is important to examine your conscience in order to make a good choice and minimise bad effects for ourselves and others. We will learn about how The Sacrament of Reconciliation is a celebration of God's love and mercy; it is about the forgiveness of sin and being reconciled with God and one another. Our next topic is called Special Places when we learn about the Universal church. And how the Christian community has many special places: places where people gather for prayer and worship; places are holy because of their association with Jesus or holy people; places of pilgrimage.

Science

During our topic on Animals, humans and nutrition we will learn:

- Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat.
- An adequate and varied diet is beneficial to health (along with a good supply of air and clean water).
- Regular and varied exercise from a variety of different activities is beneficial to health (focus on energy in versus energy out. Include information on making informed choices).
- Identify that humans and some other animals have skeletons and muscles for support, protection and movement.
- Identify animals (vertebrates) which have a skeleton which supports their body, aids movement & protects vital organs (be able to name some of the vital organs).
- Identify animals without internal skeletons/backbones (invertebrates) and describe how they have adapted other ways to support themselves, move & protect their vital organs.
- Know how the skeletons of birds, mammals, fish, amphibians or reptiles are similar (backbone, ribs, skull, bones used for movement) and the differences in their skeletons.
- Know that muscles, which are attached to the skeleton, help animals move parts of their body.
- Explore how humans grow bigger as they reach maturity by making comparisons linked to body proportions and skeleton growth – e.g. do people with longer legs have longer arm spans?
- Recognise that animals are alive; they move, feed, grow, use their senses and reproduce.



Willow Class- Year 3 Healthy Humans

History

This half term we will complete our focus on the Roman Empire and its impact on Britain. We will use evidence to describe the culture and leisure activities of the Romans. Use artefacts and sources to describe the clothes, way of life and actions of the Roman people and research buildings and their uses. **This topic will culminate in a class visit to the Roman Museum and Roman ruins in nearby Ribchester.**

Design Technology

In Design Technology, we will be designing, making and evaluating through a healthy eating food project. We will:

- Develop sensory vocabulary/knowledge using, smell, taste, texture and feel.
- Analyse the taste, texture, smell and appearance of a range of foods.
- Follow instructions/recipes.
- Make healthy eating choices
- Join and combine a range of ingredients.
- Explore seasonality of vegetables and fruit
- Evaluate our finish project

Art

This half term, we will be focusing on patterns. We will look at pattern and shape in our learning environments around us. We will design our own patterns using ICT and make patterns on a range of surfaces focusing on symmetry.

P.S.H.E

We will continue to use the My Happy Mind lessons and begin our next topic called 'Appreciate' when we learn about what appreciation and gratitude is. We learn about how to use our character strengths to appreciate ourselves. Our topic is Healthy Lifestyles where we learn about the importance of sleep, food and hygiene as part of keeping healthy.

French

Our unit this half term is Les Fruits.

In this unit the children will learn how to:

- Name and recognise up to 10 fruits in French. and attempt to spell some of these nouns.
- Ask somebody in French if they like a particular fruit.
- Say what fruits they like and dislike.

Computing

This half term, we will take a crash course in spreadsheets before combining our maths unit on statistics with a graphing unit in computing. Using data and spreadsheets to create pie and bar charts using the 2Graph software on Purple Mash.

P.E.

In P.E this half term, we will focus on invasions games. Learning through the sport of rugby. We will be improving our understanding and key skills of attacking:

- Accurately passing and moving into space to keep possession
 - Passing with disguise to outwit an opponent
 - Implementing team tactics to outwit another team
 - Combining running with ball and passing to score
- Throughout our learning we will focus on the character value of honesty.