

Summer 1 Year 3

English

Writing

This term our genres are

1. Holiday Brochure

2. Poetry

Grammar

This term we will be learning all about:

1. Synonyms

2. Similes

3. Subordinate conjunctions

4. Adverbial phrases

5. Noun Phrases

Reading

This term we will be:

1. Practising reading our class reading book in school each day and at home each night.

2. Will learn reading skills through whole class guided reading sessions using a

We are reading

The Treasure hunt

The Girl of Ink and Stars

FRENCh - Transport

1. To learn 11 forms of transport and identify whether the word is a cognate (same as English or near cognate (near English)).
2. To create short phrases to say how we are travelling.
3. To identify vehicles on the road, type, colour and amount within a sentence.
4. To describe a journey to different countries.
5. To conduct a survey of forms of transport children use to school.

Maths

1. Measure using equivalent M & CM.
2. Compare, add and subtract Lengths.
3. Fractions - Understand denominator of unit fractions.
4. Compare and order unit fractions.
5. Understand numerator of non unit fractions and compare
6. Learn 3, 4 and 8 times tables off by heart.

R:E/ HRSE

Virtue: Learned and Wise

HRSE: Keeping safe

R.E. -

To know that Mary is our Mother and the Mother of the Church and we can pray to her through the Rosary.

To know how St. Peter became a follower of Jesus.

To know how St. Paul became a Christian.

To know the story of the coming of the Holy Spirit at Pentecost and how this changed the disciples.

Science

In Science this half term, we are continuing to learn about Forces and magnets

1. What are contact forces?
2. How do surfaces affect the motion of an object?
3. How does friction affect moving objects?
4. What is a non-contact force and how is different from a contact force?
5. How do magnets attract and repel?
6. Which materials are magnetic?

Geography

In Geography this half term we are studying Ordnance Survey maps.

1. To know what an Ordnance Survey map is?
2. To know how scale changes the way we describe a place.
3. To know what the area is like just beyond the school.
4. To know what the area is like beyond our region

Art

Journeys

1. To investigate the symbols in indigenous Australian art.
2. To create artwork in the style of a Dreamtime story.
3. To find different way of representing objects and features relating to maps and journeys.
4. To investigate the work of Paul Klee.
5. To use gathered ideas to Create a piece of journey artwork.

Music

1. To listen, appraise and sing songs in the music styles of Gospel, Jazz and Hip Hop
2. To use the rhythmic pattern of minims, crotchets and quavers.
3. To play the glockenspiel to accompany the songs and improvising using notes FGACD
4. Begin to use notation when composing to accompany the song.
5. To perform the songs with the compositions created.

PE

Striking and fielding skills through Rounders.

1. To throw underarm.
2. To throw underarm with accuracy and catch a ball in a fielding situation.
3. To strike a ball of a tee.
4. To apply a simple tactic to the game.
5. To bowl with accuracy.

Athletics

1. To throw using a pull actions and explore running techniques.
2. To throw using a sling throwing action and develop jumping actions.
3. To throw using a push action.
4. To use 3 techniques to throw for distance and to pass a baton in a relay.
5. To perform a combination of 5 jumps including a hop, skip and jump.

PSHE

British Values - Revise and recap over all values

PSHE: Health and wellbeing

1. To know how to eat a healthy diets and know the benefits of eating a healthy diet.
2. To know how to maintain good oral hygiene and understand the importance or regular dentist trips.
3. To know that an unbalanced diet, too much sugar, acidic drinks affect dental health
4. To know how people make choices about food and drink.

Computing

Coding

1. To be able to identify a loop in code and relate this to real life.
2. To discuss stopping points in a loop and deconstructing a large task into smaller steps.
3. To discuss about loops in music and create a sequence of commands and repeat that sequence in a loop.
4. To identify a loop in code and tests and debug instructions and code.