

Topic and Science Overview September 2020

	Year 3							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
History	HistoryMiningHow would you like to spend all day underground?Local History: taking account of a period of history that shaped the locality MiningAchievements (scientific and cultural) Technological advancements in the mines. Effect of coal on human lives. Housing and architecture F pit, UCPS as mining school and Beamish Society (politics and class) Victorian values and child labour. Population and jobs. Local significance – everything revolved around the mines.Food Farming and Trade Whole area based around pit life Weapons and warfare Mining tools		Stone Age to the Iron AgeHow much more advanced is iron than stone?Stone Age to the Iron Age, including: Hunter gatherers, Early farming, Bronze Age, and Iron AgeAchievements (scientific and cultural)Ability to shape and use metals. Discovery of fire. Invention of the wheel.Housing and architecture Caves – living conditions Cave paintings telling stories.Society (politics and class)Hunter gatherers to farmers.Food Farming and Trade Hunter gatherers to farmers.Weapons and warfare Stone to metal tools.		Ancient Egypt Could you discover Tutankhamun's tomb? Achievements (scientific and cultural) Irrigation. Communication – hieroglyphs Housing and architecture Pyramids and tombs. Construction techniques. Valley of			
Geography	 The power of the Locational know Worlds famous countries, identi Northern and Se Human geogram 	uakes and Tsunamis Earth wledge – locate volcanoes, continent, fy on a globe / atlas, puthern Hemisphere phy – what is it like to ano and the impact on	 are in the areas. Physical geogra land like, what do 	in UK, Worlds ns. bhy what amenities aphy – What is the bes the area look bu locate mountain	continent, o Mediterrand • Human ge amenities a landmark, o • Physical g	knowledge – country, countries in the		



	how earthquakes of a volcano.	aphy – Ring of fire, s created, label parts mpact/Effect – ash	ed, label parts tourism in an area.		Environmental Impact/Effect – tourism	
Science	Forces and magnets	Rocks	Animals including humans		Light	Plants
PE	Games	Health & Exercise	Dance	Gymnastics	Athletics	Games
SCARF	Me and My Relationships	Valuing Differences	Keeping Myself Safe	Rights and Responsibilities	Being my Best	Growing and Changing
Friends Resilience	Friends Resilience- Meditation and relaxation/ Healthy eating/ Exercise/ Changing red thoughts to green thoughts					
RE	Christianity: What do Christians believe about Jesus? Christmas: Why is Advent important to Christians?		General enquiry: Why do religious people travel to sacred places? Easter: What do Christians remember on Palm Sunday?		Judaism – How do Jews us ceremonies and ritual to worship and express belonging?	
Music	Glockenspiel 1		Three Little Birds -Recorders		Let Your Spirit Fly -Glockenspiels	
French	Salut! Core Unit 1 Lesson 1, 2 and 3		Salut! Core Unit 1 Lesson 4, 5 and 6		Salut! Core Unit 2 Lesson 1, 2 and 3	
ICT	Creating of a multimedia presentation (topic: Mining) Can you build a shelter using the best materials? (Rocks and Soils – Virtual Experiment) What is E-Communication and how do we use it? Using ICT to design a 3D model (volcano) - CAD		Why should we use ICT when storing, sorting and presenting data? Creating a 3D model of a vehicle (CAD) Sharing tips to stay safe online (using effects for emphasis in PowerPoint). How can we use Branching Databases to store information and answer questions?		What is a variable and how do they make a difference to simulations? Can you create 2D shapes without having to draw them? (Logo Programming) Using virtual experiments and recognising the advantages and some disadvantages. Staying SMART Online (sharing tips and creation of an avatar)	
Art	Landscapes Inspired by the natural world. (including volcanoes and tsunamis) Contemporary artists and great artists from the past.		Art from other times and cultures, Cave paintings.		Exploring materials and techniques inspired by Egypt.	



DT	Structures and Mouldable Materials- Volcanoes	CAD – Design and creation of a 3D virtual model for a forest school vehicle.	Textiles- Egyptian fashion Using templates and different fabric joining
	Mechanisms- Wheels and pulleys linked to mining. Taught as part of a topic in class.	Use of Materials: Design and make a Stone Age/Iron Age Shelter – cross curricular link to History topic	techniques