

Maths

- Read, write and recognise the place value of numbers up to and beyond 1000.
- Partition numbers into thousands, hundreds, tens and ones.
- Add and subtract mentally.
- Recognise, name and construct 3D shapes.
- Investigate multiplication and division facts for 2, 3, 5 and 10 times tables, and associated facts (e.g. $40 \times 3 = 120$).
- Find unit and common fractions of a set of objects.
- Add fractions with the same denominator.
- Measure and compare mass.
- Read scales in grams and kilograms
- Add, subtract and compare mass.

English

- Use non-fiction texts to help understand the life and literature of Roald Dahl.
- Write a chronological narrative, shaping text with beginning, middle and ending.
- Describe characters and events with some interesting detail.
- Identify rhyme scheme in poetry.
- Identify and use conjunctions, adverbs and prepositions to express time and cause.
- Write dialogue between characters, using inverted commas appropriately.
- Read and perform poems aloud.
- Develop strategies for spelling, including prefixes, suffixes, and common homophones.

Science

Our Changing World

- Describe how a tree changes over time.
- Identify patterns in how leaves change.
- Know and describe different seed types.
- Look for patterns in how seeds disperse.
- Observe different types of flowers.
- Predict how a plant will change over time.
- Identify and name common insects.
- Identify and name common plants.
- Know what a plant needs to grow.
- Make observations and record findings.
- Explain and give reasons behind results.
- Understand how seasons cause changes to plants.

Learning for Life

- Having confidence in own skills, and to express opinions.
- Expressing feelings and making appropriate responses.
- Giving reasons behind opinions and preferences.
- Listening and learning from others.
- Accepting differences and adapting ideas.
- Questioning ideas of right and wrong.
- Considering the impact of our choices.
- ***Nature walk beyond the college site to expand our science learning.***

Year 3
Term 1

Teachers: Mrs Bagshaw, Mr Grylls,
Topic title: Ancient Egypt



Computing: We are programmers

- Design, write and debug programs to create an animated cartoon sequence.
- Work with variable forms of input and output.
- Begin to understand basic algorithms.

Geography

- Locate Egypt on a map of the world.
- Describe key aspects of its physical geography, understanding its location on the Equator.

History

- Understand how Ancient Egyptian society was organised.
- Describe who the pharaohs were and why they were important.
- Find out about ancient Egyptian gods and goddesses.
- Ask questions and construct responses about the pyramids.
- Appreciate important inventions and achievements of the ancient Egyptians.

DT

- Research and design a model 'shaduf'.
- Select tools equipment and materials.
- Evaluate design against criteria and opinions.

RE

Rules and Christianity

- Retell the story of Moses and the burning bush.
- Know why rules are important.
- Say how God gave Moses rules for Christians to follow.
- Know the ten sayings.
- Know why Christians pray.

PE

Basketball

- Develop skills in controlling and passing the ball.
- Develop skills in shooting to score with the ball.
- Develop dribbling skills.
- Be able to tackle and intercept the ball.
- Develop strategies for attack and defence.
- Understand and apply the rules of the game.
- Work within a team.
- Give / receive feedback.

French

- Use and respond to greetings in French.
- Know how to question and tell someone your name.
- Know how to talk about your immediate family.
- Recall numbers 1-10
- Know how to question and tell someone your age.
- Hold a conversation in French using learnt vocabulary.