

Year 3: Term 1

Time After Time

<p>Science: ROCKS</p> <ul style="list-style-type: none"> • Compare and group together different kinds of rocks on the basis of their appearance and simple properties. • Describe in simple terms how fossils are formed when things that have lived are trapped within rock. • Recognise that soils are made from rocks and organic matter. • 	<p>Science: LIGHT</p> <ul style="list-style-type: none"> • Recognise that children need light in order to see things and that dark is the absence of light. • Understand that light is reflected from surfaces. • Recognise that light from the sun can be dangerous and there are ways to protect their eyes. • Recognise that shadows are formed when the light source is blocked by a solid object. • Find patterns in the way that the size of the shadows changes.
<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Explore the variables in a range of simulations and relate to real life applications and situations 	<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Explore the variables in a range of simulations and relate to real life and situations
<p>History: PREHISTORIC TIMES</p> <ul style="list-style-type: none"> • Identify the Stone Age era, the Bronze Age era and the Iron Age era on a timeline and their chronological order. • Distinguish between evidence from each of these three periods. • Learn about the Neolithic hunter-gatherers and early farmers through the study of Skara Brae. • Learn about the Bronze Age religion, technology and travel. • Find out why Stonehenge was built. • Identify how farming changed people's lives through the study of Danebury Hillfort. • Identify what were the most important changes in Britain between the Stone Age and the Iron Age. 	<p>Geography: TIME ZONES</p> <ul style="list-style-type: none"> • Know that there are different time zones across the world. • Locate the different time zones on a map. • Understand that when you travel, you travel through different time zones. • Know that day and night are different across the world. • Know the links between position of the sun and earth's rotation. • Identify whether it is day or night in different areas. • Identify the prime meridian and that every place on earth is measured from this line in term of its distance. • Know that the prime meridian divides the earth into East West. • Realise the importance of Greenwich and the prime meridian.
<p><i>ICT Opportunities: Digital Publishing and Presentation</i></p> <ul style="list-style-type: none"> • Plan, create and edit publications for a specific audiences/purpose, • Use tables, text boxes, graphics and borders to layout content to communicate effectively 	<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Explore the variables in a range of simulations and relate to real life and situations
<p>DT: MAKE A MOVING PREHISTORIC MONSTER</p> <ul style="list-style-type: none"> • Understand pressure can be used to produce and control movement. • Understand & compare techniques for making simple pneumatic systems. • Assemble a simple pneumatic system and use it in conjunction with simple levers to control movement. • Explore ideas through 3-D modelling. • Work safely with a range of simple hand tools. • Use a storyboard to sequence their work. • Evaluate the product. 	<p>ART: LASCAUX CAVE ART.</p> <ul style="list-style-type: none"> • Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. • Work on a range of scales e.g thin brush on small pictures etc. • Create different effects and textures with paint. • Mix colours, know which primary colours make secondary colours. • Use more specific colour language. • Mix and use tints and shades. • Know about great artists in history.
<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Create simple interactive computer games and activities • Create and manipulate digital graphics (Including 3D) and animations for a purpose – 	<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Create and manipulate digital graphics and paintings to explore artistic effects
<p>Music: FOCUS STUDY: World music</p> <ul style="list-style-type: none"> • Play in ensemble contexts, using their voices and playing instruments with increasing accuracy. • Improvise music for a range of purposes using the interrelated dimensions of music. • Listen with attention to detail to sounds. • Appreciate and understand a wide range of high-quality live and recorded music. • Develop an understanding of the history of music. 	
<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Create and edit musical sequences with several tracks 	
<p>P.E: games, gymnastics, dance(see the P.E folder for more detail)</p>	
<p><i>ICT Opportunities: Digital Media and Tools</i></p> <ul style="list-style-type: none"> • Take photos and videos for a purpose, using basic camera tools – zoom and a tripod 	
<p>Computing: 1st Half - Using Technology Safely</p> <ul style="list-style-type: none"> • Use a safe online social space (learning platform) to explore collaboration and networking • Understand some of the issues around possible online deception • Know about the KIDSMART rules and other e-safety portals • Be able to describe how they would ask for support or help 	<p>Computing: 2nd Half - The Internet and Digital Research</p> <ul style="list-style-type: none"> • Know the basic structure of the Internet and World Wide Web • Understand that information sources should be credited • Understand that information the internet needs to be checked and evaluated
<p>Entitlement and Enrichment</p> <ul style="list-style-type: none"> • Greenwich observatory and maritime museum, British Museum, Natural History Museum, puppet workshops? Ukulele lessons 	
<p>R.E - SEE AGREED SYLLABUS CHRISTIANITY - Unit 5.</p>	<p>R.E - SEE AGREED SYLLABUS SIKHISM - Unit 1.</p>