

English

Man in the forest traditional tails.

A day in the life of a Tudor merchant diary.

Interviewing an evacuee

Why live in Ashwell leaflet.

Prefixes, consonant/vowel use of a/an, conjunctions, adverbs, prepositions. Present tense. verbs, punctuation of speech.

Computing

Understand that the internet is a large network of computers and that information can be shared between them. E-safety use technology safely and respectfully keeping personal information private. Use a range of software to accomplish goals.

History

Pupils should develop a chronologically secure knowledge and understanding of Britain, Hunter-gatherers and early farmers.

Local study through time. Ashwell through the ages, Iron age, Tudor, 1940s, present day.

Art & Design

Create sketchbooks to record their observations, improve mastery of drawing techniques. Study other artists work to influence their own. Flower art, Georgia O'keeffe./Rachel Ruysch

Visits & Special Events:-

Walk to Ashwell

Visit Burghley House

Visit to Bewilderwood

Science

Plants, identify and understand the function of the parts of a plant, how water is transported in them and how the flower plays a part in the life cycle of a plant.

Magnets and forces. Compare how things move on different surfaces. Observe how magnets attract or repel materials, know that magnets have different poles.

Year 3 Summer Term



Pathways through the Past

PSHE (Personal, Social & Health Education)

Healthy life styles

How can I keep myself safe and live a healthy life style?

Relationships.

Are all relationships the same?

How does behaviour differ between relationships?

RE (Religious Education)

What was the impact of the Pentecost?

How does a Muslim show their submission and obedience to Allah?

Music

Use tuned and untuned classroom percussion to play, compose and improvise. Play instruments using correct technique. Practise, rehearse and present performances to audiences.

Mathematics

Fractions, time, angles and properties of shape, money, statistics.

Problem solving

Methods for the four operations using Steeples 'Big 5'

Tackling tables

PE (Physical Education)

Acquire and develop balancing, climbing, moving and ball skills. Apply these to individual and team games.

Take part in outdoor and adventurous activity both individually and within a team. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Geography

Recognise there are differences and similarities between places. Understand and use a wide range of geographical terms. Be involved in field work studies and activities.

Design Technology

Use knowledge of existing product to design their own. Measure, mark, cut and assemble accurately. Create target game using forces.

Further Information:-

Please refer to the weekly 'Star,' the 'Year Ahead' booklet and the class page on our school website for more information.