English

We will be using the following texts in English this half term: The Boy with the Bronze Axe followed by The Iron Man. We will write a newspaper report along with narratives and fact writing.

We will practise using more technical writing techniques such as paragraphs, speech marks, apostrophes and more advanced conjunctions. We will continue learning the Year 3 spelling rules and prefixes and suffixes.

Master Reading

We will be reading the Firework-Maker's Daughter by Philip Pullman.

We will learn how to accurately answer comprehension questions including inference questions (using clues in the text to justify our answers) and we will explain the meaning of new vocabulary so we can confidently use it ourselves.

Please continue to read the Accelerated Reader books and do the quizzes. We will monitor this weekly. Library day is Tuesday.

Science: Forces and Magnets

This term we will be exploring forces including friction, gravity and magnetism. We will learn about push and pull forces and how it is measured in Newtons. We will learn how forces cause objects to move. We will practise working scientifically to conduct fair tests. Following on from this we will learn how magnets work and what materials are magnetic.



Spring 1 - Year 3



PSHE: Jigsaw Piece 3 - Dreams and Goals

- I can discuss a person who has faced a challenge to achieve success
- I can identify a dream or ambition important to me
- I can be motivated and enthusiastic to achieve a challenge
- I can recognise obstacles and overcome them.

Maths:

Multiplication and Division

We will start the term off with learning our 8 times table and recapping the 3 and 4 times table. We will then apply this to solving problems.

Children will then learn the written method for multiplication for multiplying a two digit number and a on digit number together for example $23 \times 4 =$

Then we will learn how to divide larger numbers including calculations with remainders. For example $38 \times 3 =$

Length and Perimeter

This term we will look at measurement. Children will learn key vocabulary and units for working with length (cm, mm, m). We will compare length, add and subtract lengths. We will then learn what perimeter is, measure around a shape and add lengths around a shape to find the total perimeter.

PE - Dodgeball (Indoor)

- To develop throwing and applying this to a target.
- To develop dodging skills
- To develop catching and learning the rules of dodgeball.
- To begin to think tactically
- To apply skills and knowledge to compete

PE - Golf (Outdoor)

- To explore hitting technique and aiming.
- To develop hitting accuracy.
- To explore hitting over a short and long distance.
- To apply skills to compete in a tournament.

RE - Miracles

This term our focus will be on two Bible Stories and the miracles Jesus performed (the Blind Man and the Paralysed Man). We will be asking questions about these miracles and sharing our opinions and a miracle we wish for the world today.

Art - Sculpture and 3D (abstract and space)

- To join 2D shapes to make 3D structures
- To join materials in different ways when working in 3D.
- To develop and apply 3D sculpture knowledge
- To evaluate and improve artwork.



Spring 1 - Year 3

Computing - We are Presenters

In computing we will:

- · Develop web research skills
- Plan, structure and deliver a talk about my research
- Record in front of the camera
- Edit using static images and green screen
- Give feedback on people's videos

History - Bronze Age to Iron Age

Enquiry Question - Was it better to live in the Stone Age, Bronze Age or Iron Age?

After learning about the Stone Age we will carry on in chronological order looking at the Bronze Age and into the Iron Age.

- To know when the Bronze Age and Iron Age happened
- To explain how Bronze Age people settled in Britain and what the settlements were like.
- To explain how Iron Age people settled in Britain and what life was like in the settlements:

Music - Developing singing techniques:

- Move and sing as a team following lyrics
- Perform rhythm accurately from notations
- Join in performances confidently.

