

Chase Lane Primary School and Nursery

Aspire. Strive. Achieve.

Year 3 – Learning Overview Spring Term

Topic: Around the World in 80 days

OMERSET

SUNAMI

ENGLISH

Use further prefixes and suffixes and understand how to add them - see English appendix 1

Spell further homophones

Spell words that are often misspelt

- see English appendix 1

Place the possessive apostrophe accurately in words with regular plurals [for example, girls', boys']

and in words with irregular plurals [for example, children's]

Use the first 2 or 3 letters of a word to check its spelling in a dictionary

Use the diagonal and horizontal strokes that are needed to join letters and understand which letters, when adjacent to one another, are best left unjoined

Plan their writing by:

discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar

discussing and recording ideas

Draft and write by:

composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures English appendix 2

organising paragraphs around a theme

in narratives, creating settings, characters and plot in non-narrative material, using simple organisational devices [for example, headings and sub-headings]

Evaluate and edit by:

assessing the effectiveness of their own writing and suggesting improvements

proposing changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences

proofread for spelling and punctuation errors



LENGTH

Read and write length and height in metres and centimetres.

Read and write length and height in centimetres. Read and write length in centimetres and millimetres.

Read and write length in millimetres.

Solve word problems involving addition, subtraction and multiplication of lengths.

MASS

Read weighing scales to determine mass in grams or kilograms.

Read weighing scales to determine mass in grams. Read weighing scales to determine mass in kilograms.

Read weighing scales to determine mass in kilograms.

Solve word problems involving addition, subtraction and multiplication of mass.

VOLUME

Measure volume in millilitres.

Measure capacity in millilitres.

Measure volume in millilitres and litres.

Measure capacity in millilitres and litres.

Add and subtract volume.

Read and write volume in litres and millilitres.

Solve word problems involving addition and subtraction of volume.

Solve word problems involving multiplication and division of volume.

MONEY

Find a total amount of money by counting on. Show amounts of money using different

combinations of coins.
Add pounds and pence without renaming.

Add pounds and pence with renaming.

Subtract pounds and pence without renaming.

Compare amounts of money and find the difference by subtracting.

develop their understanding of the concepts set out in English appendix 2 by:

extending the range of sentences with more than one clause by using a wider range of conjunctions, including: when, if, because, although

choosing nouns or pronouns appropriately for clarity and cohesion and to avoid repetition

using conjunctions, adverbs and prepositions to express time and cause

using fronted adverbials

indicate grammatical and other features by: using commas after fronted adverbials

indicating possession by using the possessive apostrophe with plural nouns

use and understand the grammatical terminology in English appendix 2 accurately and appropriately when discussing their writing and reading

Find the amount of change left from a given amount of money after a purchase.

Solve word problems involving addition and subtraction of money.

Solve multi-step word problems involving addition and subtraction of money.

SCIENCE

Physics - Forces and magnets

compare how things move on different surfaces. notice that some forces need contact between 2 objects, but magnetic forces can act at a distance. observe how magnets attract or repel each other and attract some materials and not others.

compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials describe magnets as having 2 poles.

predict whether 2 magnets will attract or repel each other, depending on which poles are facing.

asking relevant questions and using different types of scientific enquiries to answer them.

setting up simple practical enquiries, comparative and fair tests.

gathering, recording, classifying and presenting data in a variety of ways to help in answering questions

recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.

using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.

identifying differences, similarities or changes related to simple scientific ideas and processes.

using straightforward scientific evidence to answer questions or to support their findings.

DESIGN AND TECHNOLOGY

Design – to make a pop up/moveable book

use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

generate, develop, model and communicate their ideas through discussion, annotated sketches.

Make

select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately select from and use a wider range of materials and components, including construction materials and textiles, according to their functional properties and aesthetic qualities

Evaluate

investigate and analyse a range of existing products

evaluate their ideas and products against their own design criteria

Technical knowledge

understand and use mechanical systems in their products [for example, pulleys and levers]

COMPUTING

Creativity & Media

Create a Stop-Motion animation video using



various types of media including sound and text.

Understand that animation is a sequence of drawings or photographs.

Gain skills in framing shots and

holding the camera steady.

Computer Networks

Plan, design and deliver an interesting and engaging presentation.

Search for and evaluate online images.

Screen record a narrated presentation.

Develop an understanding of how the internet, the web and search engines work.

Online Safety

Know what to do when we feel uncomfortable or upset by familiar or unfamiliar people. We use respectful words when we chat to people (online and offline)



Locational knowledge

locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics and countries.

GEOGRAPHY

identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle.

Place knowledge

describe and understand key aspects of: physical geography, including: volcanoes and earthquakes.

Geographical skills and fieldwork

use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

PSHE

Dreams and Goals

I understand how exercise affects my body and know why my heart and lungs are such important organs

I know that the amount of calories, fat and sugar I put into my body will affect my health

I can tell you my knowledge and attitude towards drugs

I can identify things, people and places that I need to keep safe from, and can tell you some strategies for keeping myself safe including who to go to for help

I can identify when something feels safe or unsafe I understand how complex my body is and how important it is to take care of it

Healthy Me

I can tell you about a person who has faced difficult challenges and achieved success

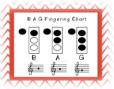
I can identify a dream/ ambition that is important to me

I enjoy facing new learning challenges

MUSIC

(Descant Recorder)





Introducing & learning about the 'Descant Recorder' & how all recorders work

Practicing & embedding good technique / posture for playing the 'Descant Recorder'.

Using 'The Charanga' online Wider Opportunities Instrumental scheme (available to every pupil for use at home), learn to play the 'Descant Recorder' reading on-screen musical notation.

Revisit & extend previous learning on musical notation / rests using (Crotchets, Quavers, Minims, Semi-Breves).

Develop the motor skills required to play the notes B, A & G with control & confidence.

Introducing & building an understanding of: Music Stave / Treble Clef / Simple Time Signatures (2/4, 3/4, 4/4) / Bar lines / Double Bar Lines / Repeat Signs.

and working out the best ways for me to achieve them

I am motivated and enthusiastic about achieving our new challenge

I can recognise obstacles which might hinder my achievement and can take steps to overcome them

I can evaluate my own learning process and identify how it can be better next time

Introducing & building an understanding of simple dynamic symbols: p (piano - quiet) / mp (mezzo piano - moderately quiet) / mf (mezzo forte - moderately loud) / f (forte - loud)

Learn how to write pitched musical notation (B, A & G) using musical manuscript paper.

As a class, learn & understand how to read, practice & perform various songs / pieces of music of differing genres on the 'Descant Recorder' confidently to backing tracks

Incorporate songs and musical activities to the wider year 3 curriculum where possible.

Continue to build individual self-confidence and self-esteem through musical performance.

FOREIGN LANGUAGES

Animals I like and don't like

Learn the nouns for animals
Learn the two ways to say 'a' in French
Learn how to express opinions about animals and
say their favourite animal
Learn the plurals of animals
Follow a story about animals
Write sentences about animals using a model

Carnival and using numbers



Cultural insight into Carnival in France Opportunity to design a carnival mask Revisiting numbers and playing numberthemed games

Introduce the age question and answer Revisit personal information Ask and answer a range of questions Revisit days and months to say and write the date Finish with an Easter-themed lesson

PHYSICAL EDUCATION

Count beats and change direction when dancing Keep count and tempo when dancing Introduce and explore African dance patterns Learn new dance steps and develop them Learn how to cooperatively work with others Learn how to tell a story through dance Dance to the beat and keep time Learn and strengthen the handshake grip with a racket

Explore various ways and techniques to hit the ball Enhance control and with the ball and racket Introduce correct technique to hit a backhand stroke

Develop an understanding of the rules and game play

RELIGIOUS EDUCATION

Enquiry: What is philosophy? How do people make moral decisions?

- Talk about the difference between knowing and believing.
- Decide if a reason or argument based on a religion or belief makes sense to them and is expressed clearly, analyse arguments and how they work.
- Recognise that it is difficult to define 'right', 'wrong', 'good' and 'bad'.