

MATHEMATICS

Number - place value: Counting, ordering and comparing up to 3-digit numbers; Finding differences using place value and partitioning (including money);
Number - addition and subtraction: using bonds and facts to solve + and – problems, including mentally.
Number - Multiplication and division: learning x and ÷ facts; doubling and halving; weekly times tables testing.
Number - Fractions – finding a half and other unit fractions.
Measurement: Using a calendar (days, weeks, months, years); Telling the time to 5 minutes; Using standard units and measurement of length and capacity.
Geometry: Identify, describe and sort 3D shapes.
Weekly investigative tasks.

SCIENCE

Rocks and Soils: comparing and grouping based on physical appearance and simple properties; simple understanding of fossil formation and investigating different soils.
Animals, including humans: a study of human and animal nutrition including food chains and food groups.

GEOGRAPHY

Settlements: Looking at how we have an impact on our environment.
Considering land use in the local area and comparing it with a more urban environment.
The class will be designing and completing surveys, handling-data linked to their observations and records.

PSHEE

Relationships: What makes a family; personal boundaries including online; safely responding to others; the impact of hurtful behaviour. Recognising the importance of respectful behaviour.

RE

Harvest: celebrating the Christian festival of Harvest.
Creation: the importance of Creation to Christians as the 'big story' of the Bible.
Hinduism: the Hindu traditions of Puja – worshipping and celebrating in the home.
Advent: how Christians prepare for Christmas during the season of Advent.

Class 3 Rocks!

DESIGN AND TECHNOLOGY:

Design and make a container for a special object.

HISTORY

Stone Age to Iron Age: a study of some of the main changes in Britain from the Stone Age to the Iron Age.

COMPUTING

Learning about staying safe online and exploring the use of internet to research information including copywrite and ownership and managing online information.
Learning about digital devices and computer networks.
Discovering the benefits of connecting devices in a network.
Creating a stop frame animation using tablets and applying skills to create a story-based animation. Adding other types of media to their animation. such as music and text.

ENGLISH

Recounts: how to plan, structure and write recounts. Write a recount based on class Caveman Day.
Persuasion: recognising features and writing their own persuasive texts.
Opportunities for role-play and class discussion.
Fiction: Creative writing activities linked to 'Stig of the Dump', 'Stone Age Boy' and 'Storm'.
Poetry: observational poetry and calligrams.
SPAG: weekly sentence structure, spelling and punctuation activities.
Comprehension skills: weekly activities.

PHYSICAL EDUCATION

Football and Tag Rugby: developing skills of sending, receiving, striking and travelling; tackling and defending; play small-sided games.
Swimming: Follow the STA Swimming programme.

ART

Stone Age Art: cave art using a range of media and tools including sketching, pastels and clay.
Picasso Portraits: studying Picasso's work, particularly figures and portraits.

MUSIC

Musicianship skills
games and exercises
working towards reading
rhythm, pitch and
dynamics from written
music.

FRENCH

Key French phonic sounds;
basic greetings; numbers 1-15;
classroom instructions;
giving and asking about age;
pencil case items;
Christmas songs.