

## RE & RSHE

### RE

**Christianity-** How does following Jesus make a difference?

Who was the most important person in the Easter story?

**Judaism-** What does it mean to be a Jew?

### RSHE

-How do consumers make choices?

-Why is democracy important?

-How can I stay safe online?

-What is a 'drug'?

## History

**The Ancient Egyptians-** *What is a civilisation?*

An exploration of AE life, including mummification, achievements and what we can learn through their artefacts, e.g. tomb paintings.

### Geography

**The Moving Earth-** *Why does the Earth sometimes move?*

A focus on volcanoes and earthquakes, their formation and impact on human settlement. Locating major volcanoes and answering geographical questions related to the above.

### French

Learning to say a range of greetings at different times of day, how to ask for people's names, and 'How are you?'.

## PE & Music

### PE

**Gymnastics-** Symmetry and asymmetry.

**Dance-** Ancient Egyptian dance led by *The Place*.

### Music

Listening to the recorder, learning to play it and preparing to partake in a recorder performance.

## Art

**Drawing-** Sketching content from Egyptian galleries.

**Sculpture-** Creating Modroc Canopic jars.

**Cedar Class**  
**Year 3**  
**Spring Term**



## DT

**Sculpture-** Planning, creating and evaluating an Ancient Egyptian Canopic jar, using Modroc.

## English

**Grammar Skills-** Suffixes, paragraphs, inverted commas and use of present perfect tense.

**Reading Skills-** Making inferences, summarising paragraphs, exploring figurative language and identifying themes.

**Texts-** *The Story of Tutankhamun* by Patricia Cleveland-Peck, *Cinderella of the Nile* by Beverley Naidoo, *Oliver and the Sea-Wigs* by Philip Reeve and a range of non-fiction texts.

**Outcomes-** Non-chronological report writing, instructions, poster, lonely hearts advert, a 'twisted' traditional tale, play scripts and messages.

## Science

**Light-** Noticing that light is reflected from surfaces and recognising that light is needed to see, can form shadows, but can require protection against it.

**Animals including humans-** Identifying that humans and some other animals have skeletons and muscles for support, protection and movement.

## Computing

**Sequence in music-** Exploring the concept of sequencing in programming. Motion, sound and event blocks will be used on Scratch to create final piece.

**Branching databases-** Sorting attributes into groups by using yes/ no questions. Planning, creating and evaluating physical and on-screen branching databases.

## Maths

**Multiplication and Division-** Comparing statements and scaling. Multiplying and dividing using formal column methods.

**Money and Statistics-** Converting, adding and subtracting money, as well as giving change. Making, drawing and interpreting tally charts, bar charts and pictograms.

**Length and Perimeter-** Measuring, converting, comparing, adding and subtracting lengths, using mm, cm and m. Measuring and calculating perimeter.

**Fractions-** Recognising and finding  $\frac{1}{2}$ ,  $\frac{1}{4}$  and  $\frac{1}{3}$ rd. Recapping unit and non-unit fractions, as well as counting in fractions and recognising equivalents.