

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 numbers up to 31, telling someone how old we are and recapping the months in a year.

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.