

Autumn One: Year Three

English

We are reading...

Poetry: Playful Poetry
The Cave of Curiosity by Pie Corbett

Model text – The Garden (Settings)
Plot – portal

George Kranky's grandma is a grouch. She's always mean to George (and not much nicer to his parents either).

One day, when George is put in charge of giving Grandma her medicine, he wonders if he can come up with his *own* remedy to try and help Grandma become less of a grump.

Using some rather *unusual* ingredients, George creates his magic medicine*. **But will it stop his grandma from being so horrible . . . or will it shoot sparks out of the top of her head?!**

Maths

Place value-

Year 3 pupils build on their understanding of two-digit numbers by learning about **hundreds**, working confidently with numbers up to **1,000**, and using place value knowledge to count, compare, order and calculate with increasing accuracy.

Addition and subtraction-

Year 3 pupils develop confidence in adding and subtracting numbers up to **1,000**. They learn to use mental strategies, written methods and their knowledge of place value to solve calculations accurately, explain their reasoning and check their answers using inverse operations.

Science

Humans

What do we need to survive & how do our bodies help?

Children will learn all about nutrition and healthy food. We will also learn about the importance of the human skeleton and human muscle groups

Geography

Settlements and Land Use

What is land like in the United Kingdom and how do we use it?

Pupils will learn all about UK counties, mountains, rivers and settlements. Children will also learn about the seas and oceans that surround the UK.

Spanish

Phonetics

I Am Learning Spanish

Children will develop their Spanish pronunciation and begin learning useful words and phrases.

DT

Food Technology

How can we chop, peel, grate, spread or mix ingredients to prepare a sandwich and coleslaw safely and hygienically?

Music

I've Been to Harlem

Focus: Pitch

PSHCE

Being Me in My World

In this unit, children will explore what it means to be a valued member of their class and school community. They will learn about their rights and responsibilities, understand how their choices affect themselves and others, and consider the importance of rules, rewards and consequences.

Computing

iProgram

This unit of work introduces children to a visual programming language. Using the context of games development it will engage the children in creatively developing their own simple animations using Scratch

PE

Athletics-

Pupils develop running, jumping and throwing skills through challenges focused on speed, distance and accuracy. They learn to improve performance, persevere to achieve personal bests, and measure, time and record their results.

Hockey-

Pupils develop passing, receiving, dribbling and possession skills, applying simple attacking and defending tactics in small-sided games. They learn to work as a team, play fairly, follow rules and use strategies to outwit opponents.