# 

## Are you switched on?

#### Year Three Curriculum Information Terms Three and Four

#### **Exciting Events**

'Wow Days': Thursday 7<sup>th</sup> January (sound) and Thursday 25<sup>th</sup> January (electricity).

Light

- Expert Science workshops delivered through Worle Community School.
- Learning Theme exhibition of DT light-up houses and science learning.

#### **English**

Reading: weekly reading comprehension, 'Reading Detectives' to improve inference skills and guided reading. Home reading: Author of the Term (term 3) and non-fiction reading (term 4). Writing: learning to plan and draft write, proof-read and edit and publish our writing.

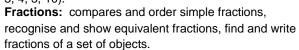
Poetry: shape poetry and calligrams (science and sound) Narrative: 'The Dark' by Lemony Snicket and 'Leon and the Place Between'.

Non-fiction: instructions (how to construct a circuit), nonchronological report (animals and echolocation), biography (famous scientists), explanation (scientific invention).

SPaG: securing punctuation (., !? ""), writing compound sentences with a variety of connectives, understanding and using adverbs, introducing a range of sentence openers. Weekly spelling activities linked with handwriting.

#### Maths

Number: counting in multiples of 4, 8, 50 and 100, compare and order numbers to 1000, place value in a 3 digit number, solving number problems, add and subtract numbers with up to 3 digits using written methods, times tables (2, 3, 4, 5, 10).

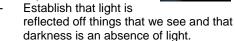


Measurement: measure, add and subtract length, mass and volume, recognise the value of coins, add and subtract £ and p.

Statistics: Interpret and present data using bar, charts, pictograms and tables

#### Science

#### Identify light sources and discuss the importance of the Sun.



Look at the transparency of various materials and the shadows they form.

Carry out an enquiry about shadows.

#### **Electricity**

- Construct and draw simple circuits.
- Find which materials are the best electrical conductors and use this information to make switches.
- Investigate what happens to a bulb's brightness when circuits are changed.
- Research famous scientists.

#### Computing

#### **Programming:**

- Plan and sequence instructions on a robot to make it achieve a specific outcome.
- Understand and use simple algorithms.
- Test a program and be able to debug it.
- e-Safety:

Sound

Understand

that sounds

liquids and gases.

pitch and loudness.

are made

Being safe in an online community.

when objects vibrate and that

sounds travel through solids,

Understand how well sound

materials and discover how

instruments make sounds.

Investigate soundproofing and

travels through different

Looking at product websites and understanding the methods used to promote products on these sites.

#### **Design and Technology**

- Design, make and evaluate a shell structure in the form of a model house.
- Develop skills in strengthening and stiffening to reinforce structures.
- Design, make and evaluate a simple circuit and switch to light up a model house.
- Understand and use an electrical system in a product.

#### Music

- To improvise and compose music using the iPad app Loopsequelite.
- To appreciate and understand a range of music from great composers and musicians by listening to ten pieces of classical music from the BBC Tern Pieces project.
- To understand musical terminology: pitch, duration volume, tempo, timbre, texture.

#### Art

- Use paint to create a piece of soundwave art.
- Develop drawing skills through use of light and shade to create a woodland picture.
- Photography workshop.

#### R.E. (Religious Education)

- Christianity: Jesus' Miracles
- Christianity: Easter and Forgiveness
- Year 3 Family Worship

### PHSE (Personal Health and Social Education)

- Going for Goals
- Keeping Healthy
- Good to be Me
- **Drug Education**

#### Dance: creating characters and exploring narrative.

Swimming

Gymnastics: linking movements and travelling.

P.E. (Physical Education)













































































