

Year 3 Summer Term 2021

Religious Education

Using the **Come and See** scheme the children will learn about:

Energy – gifts of the Holy Spirit

Choices - the importance of conscience in making choices.

Special places - Special places for Jesus and the Christian community

The children will also be exploring Islam and learning about mosques.

EPR (PSED, SEAL, PSHE, Citizenship)

PSHE

- Relationships
- Changing me.

Journey in Love: How we live in love

Understanding English, Communication and Languages

Class text: *The Iron Man*

- Creating settings, stories and plots / Newspaper reports
- Sentence structure and effective vocabulary choices
- Speech punctuation / Verb tenses



French

- French speaking countries- agreement of masculine and feminine adjectives and the use of je suis
- Animals – animals names and use and position of adjectives

Mathematical Understanding

- Multiplication and division
- Fractions
- Properties of shape
- Time
- Consolidate mental maths and arithmetic skills
- Fluency, reasoning and problem solving

Computing

- We are opinion pollsters: Representing data using Excel
- We are researchers: Using search engines effectively
- E- safety

Scientific and Technological Understanding

Plants:

- Identifying and describing the different parts of flowering plants
- Exploring the requirements of plants for life and growth
- The life cycle of plants

Light:

- Reflection
- Shadow

Historical, Geographical and Social Understanding

History: Britain's settlement by Anglo-Saxons and Scots

- Anglo-Saxon invasions, settlements and kingdoms
- Anglo-Saxon art and culture
- Christian conversion

Geography:

Know and identify the position and significance of: Latitude, longitude, Equator, N & S hemispheres, tropics of cancer & Capricorn, Arctic and Antarctic Circle, the Prime / Greenwich Meridian and time zones.

Art & DT

Art:

- Collage / observational drawing / printing techniques

DT:

- Sewing

Understanding Physical Development, Health and Well Being

- Athletics
- Cricket
- Tennis