

Year 3

Spring Two

Mathematics

- Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
- Recognise that angles are a property of shape or description of a turn
- Identify right angles, recognise that two right angles make a half turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle

Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

Mathematics—Basic skills

- Recall multiplication facts and related division facts for 3, 4, 8 times tables
- Read and write numbers up to 1000
- Recognise the place value of each digit in a three-digit number
- Multiply any three-digit number by 10 and any two-digit number by 100
- Use knowledge of inverse to derive associated multiplication and division facts

Literacy

Poems to Perform

Immersion

- Read and discuss a range of performance poems, identifying distinctive features such as repetition, rhyme, rhythm, alliteration and the use of oral language based on speech.
- Read a range of poems.

Analysis

- Identify the features of the genre
- Make use of rhyming dictionaries, either printed or on screen.
- Identify the features of performance poetry.

Writing / Presentation

- Plan, draft, edit, perform and review performance poems.
- Groups then rehearse and perform their poems and evaluate each other's contributions.

Grammar and Punctuation

The children will learn how to:

- Extend the range of sentences with more than one clause by using a wider range of conjunctions, including when, it, because, although
- Use the present forms of verbs in contrast to the past tense
- Choose nouns or pronouns appropriately for clarity and cohesion and to avoid repetition
- Use conjunctions, adverbs and prepositions to express time and cause

Adventure stories.

Immersion

- Read a range of short adventure stories.
- Investigate plot structure and identify typical themes, settings and characters.
- Explore a moral dilemma faced by a particular character using discussion and drama.
- Express and justify their judgments and demonstrate empathy for the character.
- Explain reasons why a character has behaved in a particular way.
- Identify how the author engages the reader and maintains interest.

Analysis

- Identify key features of adventure stories.
- Analyse language use and connectives to signal time, place or sequence.
- Explore different types of sentence and the effect of varying sentence length.
- Recount an incident from the story in a different way, for example in a conversation between two characters or in a letter.
- Recount an incident from a story maintaining a first-person viewpoint.
- Short incidental writing opportunities must be provided

Writing / Presentation

- Plan, draft, edit and review an extended adventure story divided into chapters or paragraphs with logically sequenced events and a resolution.
- Identify a problem, events and resolution and use typical characters and settings. Include elements from reading, such as description, action sequences, dialogue.

Spelling

Adding suffixes beginning vowel letters to words of more than one syllable

The /i/ sound spelt y elsewhere than at the end of words

The /u/ sound spelt ou

P.E

Military School

Variation of activities which will teach the children different team building strategies and ways to boost confidence and concentration, Athletics

Timings, positions.

History Ancient Greece

- How did Ancient Greece develop?
- Organising key events over time.
- Beliefs of the time and stories.
- Look at the development of the culture, beliefs and lifestyles.
- Organise key events into chronological.

Music

children will be taught:

- To play and perform in solo and ensemble contexts, using their voices .
- Technical vocabulary such as tone and pitch.

Counting, timings

Come and See

EUCCHARIST – RELATING:
LISTENING & SHARING

- Listening and sharing with one another – Explore
- Listening to the Word of God and sharing in Holy Communion – Reveal
- Acquire the skills of assimilation, celebration and application of the above – Respond

Dates and Months

Science - Rocks

- How rocks are formed
- Different kinds of rocks
- Fossils
- Soil

Art & Design

- Drawing: creating different moods in their drawings, using charcoal, pencil and pastels and light and dark tones.

Fractions and Timings

Computing

Programming – Logo

- Experiment with variables to control models.
- Can use 90 degree and 45 degree turns.
- Can give an on-screen robot directional instructions.
- Can draw a square, rectangle and other regular shapes on screen, using commands.
- Can write more complex programs.

Spanish

Children will be taught :

- **Numbers 1-30.**
- To say,, read and write colours
- Classroom Instructions.
- Body and faceparts
- Say how they are feeling.