



Studlands Rise First School – Year 3 Overview – Spring Term



<p>Literacy Traditional Tales – Fairy Tales (Alternative Versions) Explanation Reports Vocabulary Building - poetry Limericks, Haiku, Tanka and Kennings Take One Book</p>	<p>Maths Number and place value Addition and Subtraction Multiplication and division Geometry Measure Fractions Statistics</p>	<p>History The Roman Empire and its Impact on Britain</p> <ul style="list-style-type: none"> Children will learn about the Roman Empire and its impact on Britain, including Julius Caesar's attempted invasion, successful invasion by Claudius, Boudica and 'Romanisation' of Britain.
<p>Art Renoir</p> <ul style="list-style-type: none"> Improve their mastery of art and design techniques, including drawing and painting. Learn about great artists in history. 	<p>D & T Chariots</p> <ul style="list-style-type: none"> Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams. Select from and use a wider range of tools and equipment. Select from and use a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualities. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand and use mechanical systems in their products. 	<p>Geography Settlement – field trip (Roman settlement- Verulamium)</p> <ul style="list-style-type: none"> Name and locate countries and cities of the UK, identify human and physical characteristics, and understand how these have changed over time.
<p>Science Food, diet, skeletons and muscles</p> <ul style="list-style-type: none"> Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. Identify that humans and some other animals have skeletons and muscles for support, protection and movement. <p>Parts of plants and growth</p> <ul style="list-style-type: none"> Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers Explore the requirements of plants for life and growth, and how they vary from plant to plant. Investigate the way in which water is transported within plants. Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal. 	<p>ICT Programmable Devices (Logo)</p> <ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goals. Use sequence, selection, and repetition in programs. 	<p>RE Events in the Life of Jesus</p> <ul style="list-style-type: none"> Begin to suggest meanings for some religious actions and symbols. Describe how religious belief is expressed in different ways. Recognise and describe some religious values in relation to matters of right and wrong. Make links between these and their own values. Describe some religious ideas from stories and some basic religious beliefs and teachings, using some religious vocabulary. Describe some religious objects, places, people and practices. Begin to be aware of similarities in religions. Describe and respond sensitively to their own and others' experiences and feelings, including characters in stories with religious meaning.
<p>Music Music Express Musical boost days Notation</p> <ul style="list-style-type: none"> Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. Improvise and compose music for a range of purposes. Listen with attention to detail. Appreciate and understand a wide range of high-quality recorded music. Use and understand some musical notations. 	<p>PSHCE Going for Goals Good to be me</p>	<p>PE Dance</p> <ul style="list-style-type: none"> Perform dances using a range of movement patterns. <p>Games</p> <ul style="list-style-type: none"> Play competitive games and apply basic principles suitable for attacking and defending. <p>Swimming</p> <ul style="list-style-type: none"> Swim competently, confidently and proficiently over a distance of 25 metres. Use a range of strokes effectively.