

English

Explore a range of writing genres through a selection of fiction texts

Writing

- accurate use of punctuation and grammar
- learn and apply spelling rules and unusual spellings using the RWI Get Spelling programme
- develop a variety of sentence structures and use a rich vocabulary in their writing

Reading:

- develop a positive attitude to reading
- read with fluency and an in-depth understanding of the text

Mathematics

- ordering numbers and place value to 1000
- partitioning up to 3 and 4 digit numbers
- learn times tables with quick recall
- mental addition and subtraction
- using written methods of calculation
- one step and two step problem solving
- developing understanding of multiplication and division
- reasoning and problem solving

History / Geography

The focus of this terms work will be 'wheels'

- The invention of the wheel
- How it changed transport
- The wheel through history
- The development of the bicycle
- Wheels in different scenarios eg: potter's wheel, the waterwheel and penny farthing.

Science

Forces and Magnets

- understand that all forces are directional
- compare how things move on different surfaces
- find uses of magnets in everyday life
- observe how magnets attract or repel each other
- investigate magnetic and non- magnetic materials

Light

- recognise that we need light in order to see
- investigate the reflection of light
- discover how shadows are formed and find patterns in how they change

Scientific Enquiry

- use different types of scientific enquiry
- make careful observations and measurements using a range of equipment
- use a variety of ways to record findings

Computing

- Programming Turtle Logo and Scratch
- Use Microsoft Word to type a sentence and change the features of the text

Religious Education

- What do Christians learn from the Creation Story?
- The Christmas Story and the importance of Christmas to Christians

Art / D&T

Art and DT work will be linked to the history topic of the Whizzing Wheels

Art - learn about mixing colours and creating a colour Wheel.

-Learn about the artist : Kandinsky and be inspired by their work to create our own designs.

DT- Explore the design of wheels and axels to create a moving vehicle.

Class 3 Year 3 Autumn 2021

Whizzing Wheels



PE / Sport

Invasion games:

- Football
- Netball
- Swimming, after half term

French

Getting to know you

- To greet people and exchange names
- All about me
- To begin to have a simple conversation

Music

- Recorders
- Singing, composition and music appreciation