

## Art

### Prehistoric art

Children are introduced to cave art and reflect upon the purpose of the drawings before working on developing their sense of proportion in drawing.

They will experiment with the colours and effects that can be created using natural materials and will make their own paints using spices and objects found.



# Topic Map: Year 3 Term: Spring 1

## Theme: Journeys



## Geography

### Do Mountains Grow and Move?

Children will learn and compare the tallest peaks in the world and those of the countries in the UK. They will learn the location of the major mountain ranges across the world and label them up on a map. They will also understand the formation of mountains and explain differing causes and effect. Children will learn what causes a volcano to erupt, the anatomy of a volcano and locate famous volcanoes around the world including 'The Ring of Fire' and how volcanoes impact the lives of people and effect human behaviour. Finally, children will discover what causes an earthquake and tsunami and how they are measured by people.

## Computing

Children will become familiar with the Kodu programming environment in order to design a basic game and program and algorithm. Children will design, write and debug programs, repeatedly testing a program and recognising when they need to debug it. They will detect a problem in an algorithm, which could result in a different outcome to the one intended and will use logical reasoning to debug the program.

## Music

### The Dragon Song

Children will explore *The Dragon Song*, a song about kindness, respect, friendship, acceptance and happiness through listening and appraising, music games and singing.

## R.E

### Journeys

Children will learn to ask questions about how we can help one another on the journey through the year, make links to show how feelings and beliefs affect how they and others behave in their life journey and will compare their own and others' ideas about how people deal with sad events on their journey.

**Maths links:** Measuring distance.

**English links:** Speaking and listening.

## PE

### Dance

Pupils create dances in relation to an idea including historical and scientific stimuli. Pupils work individually, with a partner and in small groups, sharing their ideas. Pupils develop their use of counting and rhythm.

## Spanish

Children will be learning basic words and phrases for greeting each other and introducing themselves. They will ask and answer questions about their name, age, where they live and their feelings. They will learn to count to 10 in Spanish and begin to recognise and say a number of colours.

**Maths links:** Numbers

**English links:** Grammar

## PSHCE

### Dreams and Goals

Children will learn to:

Recognise their worth as individuals by identifying positive things about themselves, recognise their achievements, seeing their mistakes, making amends and setting personal goals. They will also resolve differences by looking at alternatives, making decisions and explaining choices.

## WOW Experiences

## Class Novel/Book

Heidi – Johanna Spyri

## English

### **The Rhythm of the Rain**

Writing Outcomes: Setting Narrative and Information Leaflet

Incorporate daily Sentence Accuracy work based on year group standards and needs. Children will explore the meaning of unknown words by creating lists of synonyms, explanations, alternative examples etc

Add commentary to their writing – explaining their chosen/given effect on the reader through language choices - justify which one is best and why.

- Use of the forms a or an when next word starts with a co Expressing time, place and cause using prepositions e.g. (before, after, during, in, because of) Expressing time, place and cause using conjunctions e.g. (when, before, after, while, so, because, if, although) Expressing time, place and cause using adverbs e.g. (then, next, soon, therefore).
- Introduction to paragraphs as a way to group related material.
- Apostrophes to make where letters are missing in spelling and to mark singular possession in nouns.

Use a thesaurus to explore synonyms and antonyms of words found in the Example Text. Present this back to the class. Practice how to verbally retell parts of the story of The Rhythm of the Rain using given conjunctions in sentences. Encourage use of other conjunctions other than the ones given. Children to place prepositions in sentences that relate to the Text. Consider the location of the preposition and the effect this has.

## Mathematics

### **Multiplication and Division**

In this term, pupils will cover the multiplication and division of 3, 4 and 8. Pupils will then get to use their experience of multiplication and division to solve word problems.

Pupils will show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot

They will recall and use multiplication and division facts for the 2,3,4, 5 and 10 multiplication tables, including recognising odd and even numbers

Children will recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

They will write and calculate mathematical statements for multiplication using the multiplication tables that they know, including for 2-digit numbers times 1-digit numbers, using mental and progressing to formal written methods. Solve problems, including missing number problems, involving division.

Children will calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals (=) signs

## Science

### **Animals including humans: keeping healthy**

Pupils will be taught to:

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.

### **Scientific Enquiry**

Use different ideas and suggest how to find something out.

Make and record a prediction before testing.

Plan a fair test and explain why it was fair.

Set up a simple fair test to make comparisons.

Explain why we need to collect information to answer a question.