

## Long Term Plan - Year 3 - 2017/18

Subject	TOPIC: Cavemen to Celts		TOPIC: Ancient Greece		TOPIC: Mountains, volcanoes & earthquakes	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>English</b>	<p><b>Stone Age Boy</b> Write a story with a historical setting</p> <p>Discussion /debate comparing life now to that of Stone Age times</p> <p>Write a non-chronological report about Stone Age times.</p> <p>Poetry</p>	<p>Recount of a historical event</p> <p>Write a science fiction story</p>	<p><b>Howard Carter</b></p> <p>Become archaeologists - Write a letter to friend to tell them what they've found.</p> <p>Film – <b>Tadeo Jones</b> – Write own Legend/Myth based on film</p>	<p><b>Mummification</b></p> <p>Continue myths.</p> <p>Journalistic writing (include quotes). New discovery in Egypt.</p>	<p><b>Anglo-Saxon Soldier</b></p> <p>Beowulf – narrative poem. Add/re-write a verse from the poem.</p> <p>Write an Anglo-Saxon cinquain.</p> <p>Discussion/debate. Should the forest school be built on?</p>	<p><b>Jack-Jack Attack</b></p> <p>Description of character and setting</p> <p>Direct speech – convert to Play Script</p>
<b>Maths</b>  <b>Inspire Maths</b>	<p><b>3A Unit 1 - Numbers to 10 000.</b></p> <p><b>3A Unit 2 - Addition of Numbers within 10 000.</b></p> <p><b>Fractions</b></p> <p><b>3A Unit 3 Subtraction within 10 000.</b></p>	<p><b>3A Unit 1- 2</b> Whole Numbers</p> <p><b>3A Unit 3</b> Fractions</p> <p>Basic skills – multiplication &amp; times tables</p>	<p><b>3A Unit 3</b> Fractions</p> <p><b>3A Unit 4</b> Fractions</p> <p><b>3A Unit 5</b> Area of a Triangle</p> <p><b>3A Unit 6</b> Ratio</p> <p>Basic skills – multiplication &amp; times tables</p>	<p><b>3B Unit 7</b> Decimals</p> <p><b>3B Unit 8</b> Measurements</p> <p><b>3B Unit 9</b> Mean</p>	<p><b>5B Unit 10</b> Percentage</p> <p><b>5B Unit 11</b> Angles</p> <p><b>5B Unit 12</b> Properties of triangles and 4-sided shapes</p>	<p><b>5B Unit 13</b> Geometrical Construction</p> <p><b>5B Unit 14</b> Volume of cubes and cuboids</p>
<b>Science</b>	<p>Earth and Space</p> <p>Shadow/stick investigation</p>	<p>Forces and Mechanical Devices</p>	<p>Properties &amp; Materials</p>	<p>Properties &amp; Materials</p>	<p>Living things and their habitats</p> <p>Life Cycles – animals and plants</p>	<p>Living things and their habitats</p> <p>Life Cycles - humans</p>
<b>Geography</b>	<p>North America</p> <p>Plot where the astronomers and NASA are from on a map/globe/atlas.</p> <p>Where else is Space travel? e.g. China, Russia. Locate on maps.</p>	<p>Earliest Civilisations</p>	<p>Ancient Egypt Egypt and Africa</p> <p>Focus on their environmental region, key physical and human characteristics, countries, and major cities.</p>	<p>Ancient Egypt</p>	<p>Anglo-Saxons</p> <p>UK Geography - consolidate Yr3 UK geography, plus land-use patterns; and understand how some of these aspects have changed over time.</p>	<p>Anglo-Saxons</p>

	Describe and understand key aspects of human geography, including economic activity and trade links. Revise latitude, GMT, time zones; types of settlement and land use (Yr 4)					
<b>History</b>		Achievements of the earliest civilisations – an overview of where and when the first civilisations appeared.  Ancient – historical enquiry e.g. timelines including Ancient Civilisations.	Egyptians  Earliest Civilisation - Ancient Egyptians  Watch archaeology videos. How to be an archaeologist/ etc Children become archaeologist.	Egyptians  Earliest Civilisation - Ancient Egyptians	Anglo-Saxons  Britain's Settlement by Anglo-Saxons and Scots	Anglo Saxons  The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.
<b>PE</b>	Frisbee	Golf	Gymnastics	Basketball	Netball	Rounders
<b>Art/DT</b>	3D planets  Movement of moon model	Mechanism linked to Toy Story character. Healthy Snack linked to Toy Story	Amulets Create Horus eye Create Pyramids	Mother's Day Cards Design & build own Egyptian Lands	Design an Anglo-Saxon emblem	Scroll writing & poems
<b>Computing</b>	<b><u>Computer Science</u></b>  <b><u>CS21</u></b> Solve problems by decomposing them into smaller parts. <b><u>CS22</u></b> Convert lines of code into everyday language (pseudocode) and vice versa. <b><u>CS23</u></b> Understand and use variables <b><u>CS24</u></b> Use selection in programming to create a game aimed at an audience. <b><u>CS25</u></b> To become familiar with inputs and outputs and create algorithms using them	<b><u>Media</u></b>  <b><u>M25</u></b> Create and amend a range of 2D graphic representations using appropriate applications. <b><u>M26</u></b> Create simple 3D graphics using a CAD application. <b><u>M27</u></b> Plan, create and edit an animation, film, slideshow or presentation, then reflect on its efficacy.	<b><u>Media</u></b>  <b><u>M28</u></b> Source, edit and refine music and sound for a given audience or project. <b><u>M29</u></b> Develop criteria for evaluating theirs and other's work.	<b><u>Data Handling</u></b>  <b><u>DH14</u></b> Create charts using appropriate data to interpret and answer a specific question. <b><u>DH15</u></b> Create a database to store and search relevant information. <b><u>DH16</u></b> Interrogate a database using suitable questions.	<b><u>Data Handling</u></b>  <b><u>DH17</u></b> Use technology to search and sift through large amounts of different types of information. <b><u>DH18</u></b> Use a range of calculations and functions in a spreadsheet. <b><u>DH19</u></b> Use a spreadsheet to model given problems.	<b><u>Information Literacy</u></b>  <b><u>IL13</u></b> Interpret and validate information from a range of online sources. <b><u>IL14</u></b> Recognise that the Internet may contain material that is irrelevant, bias, implausible and inappropriate. <b><u>IL15</u></b> Search for and save differing types of media using search engine functions. <b><u>IL16</u></b> Use more advanced features of search engines.

	to control or simulate physical systems. <b>CS26</b> Understand what networks (including the internet) are and how they are used to transfer information.					
<b>E-Safety</b>	ES19 Understand the terms plagiarism and copyright and be aware of the implications of copying and sharing content without permission.	ES20 Use blocking / unsubscribing / reporting mechanisms	ES21 Control who they interact with online and the information they share.	ES21 Control who they interact with online and the information they share.	ES22 Describe the causes and consequences of online bullying and discuss behaviours and strategies to prevent and stop online bullying.	ES22 Describe the causes and consequences of online bullying and discuss behaviours and strategies to prevent and stop online bullying.
<b>RE</b>	Symbols and Symbolism	Special People	Sacred Writing	Sacred Writing	Sacred Places	Sacred Places
<b>SMSC</b>	Class rules and expectations	Respect for others	Fresh beginnings	How can we help our local communities?	How will we encourage each other?	Preparing for the future.
<b>British Values</b>	Roald Dahl's birthday	Remembrance day	Shrove Tuesday traditions.	St.George's day Mother's day	May day traditions.	Wimbledon.
<b>MFL</b>	Intercultural Understanding	Intercultural Understanding	Intercultural Understanding	Intercultural Understanding	Spanish Songs	Spanish Songs