#### RE

Why is the Bible important to Christians?

This unit enables pupils to enjoy some great stories, and also to reflect on the deeper meanings of the stories.

## Science Electricity

- · Identify common appliances that run on electricity
- · Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- · Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- · Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- · Recognise some common conductors and insulators, and associate metals with being good conductors.

#### Music

Steel Pans and Recorders Playing simple tunes and rhythms whilst maintaining a steady pulse Reading and records tunes and rhythms using informal notation and rhythm notation

# **English** Krindlekrax Outcomes/Genres

- · Character description
- **Setting description**
- Obituary
- Flashback

Understanding roles in the family Looking forward to the future

**Body Differences** Personal Space

Changing Me

**PSHE** 

Help and Support

Spanish Days of the Week Months of the Year

# Find the **Rivers and Circuits**

ΡF Cricket Skills **Tactics** Technique Rules

Human and Physical Geography Rivers

The children will describe the features of a river and explain how rivers are affected by humans especially the impact of flooding.

#### Design and Technology

Food-Adapting a recipe - Children work in groups to adapt a simple biscuit recipe, to create the tastiest biscuit.

While making they will also ensure that their creation comes within the given budget of overheads and costs of ingredients

#### Maths

Year 3

# Graphs

- Collect, interpret and present data using charts and tables.

**Exploring Calculation Strategies and** Place Value

- Add and subtract mentally
- Find 10, 100 and 1000 more or less
- Order and compare beyond 1000
- Round numbers

#### Year 3

Discrete and Continuous Data

- Read, interpret and construct pictograms, bar charts and time graphs
- Compare tables, pictograms and bar charts

Reasoning with pattern and sequences

- Roman numerals up to 100
- Place value of other number systems
- Number sequences and patterns Position and Direction
- Describe and plot using coordinates
- Describe translations

### Computing

**Programming B: Events and actions** 

- Sequence commands on Scratch to move a sprite in four directions
- Identify and fix bugs

#### Animation

- Simple animation techniques
- Plan, create, evaluate and improve a stopframe animation
- Add music and text to animations