

Science- Magnets and Forces.

- *To compare how things move on different surfaces.
- *Know some forces need contact between two objects but magnetic forces can act at a distance.
- *Observe how magnets attract and repel.
- *Describe magnets as having two poles.
- *Learn how to predict.

History- Cradles of Civilisation

- *To find out about the first human writing and where it was found.
- *To learn about the region of Mesopotamia.
- * To understand and use key vocabulary.

Geography- Mountains

- *To compare different mountain ranges.
- *To find out about people live in mountainous regions of the world.
- *To identify and discuss mountainous regions of the UK.

PSHE. Family and Friends

- *Describe the qualities of a good friend
- *Develop strategies for making and keeping friends.
- *Understand and be able to cope with changes in friendship patterns.
- *Know some ways to resolve conflict and other issues in friendships.

Music - Recorders

- *Learn the first three notes and playing simple tunes.
- *Learning the terminology - crotchet, minim, and quaver.
- *Listening and appraising music.

English- Fantasy Stories

Writing

- *Use conjunctions to express time, place and cause
- Use adverbs to express time
- Use a or an according to whether the next word begins with a vowel or consonant
- In narratives, create characters, settings and plot
- Use inverted commas to punctuate direct speech

Reading

- *Make more precise vocabulary choices and use descriptive words when discussing story language.
- *Compare and discuss story themes, settings, characters and plots



YEAR 3 Autumn 2

We will be learning to...

RE -Christianity: Incarnation-What is the Trinity?

- *To know the difference between a 'Gospel' and letter.
- *Describe how Christians show their beliefs about God the Trinity in worship and in the way they live.
- *To make links between some Bible texts studied and the idea of God in Christianity

French - Games and songs

- *Revising numbers 1-10 and learning to 20.
- *Learning songs and learning how to explain 'what I like'.

Maths

- *Add and subtract numbers mentally.
- *Add and subtract numbers with up to 3 digits.
- *Use formal written methods of column addition and subtraction.
- *Estimate the answer to a calculation.
- *Use inverse operations to check answers.
- Solve problems, including missing number problems.

Mental Maths

- *Develop fluency to recall known multiplication facts and related division facts for x2, x5 and x10 tables.

Computing - We are bug fixers

- *Develop a number of strategies for finding errors in programs.
- *Increase their knowledge and understanding of Scratch.
- *Recognise a number of common types of bugs in software.

Design and Technology - Pneumatics

- *Draw accurate diagrams with correct labels
- *Identify design criteria.
- *Select appropriate equipment and materials to build a pneumatic system.
- *Solve problems, and evaluate.

PE- Gymnastics * Explore point and patch balances and transition smoothly into and out of them.

Hockey * Explore dribbling the ball abiding the rules of the game under some pressure.