

Geography

Exploring the UK

To name and locate counties and cities in the UK. Use maps, atlases and globes to locate countries and describe the features. To describe and understand human and physical geography.

PE

Hockey – To use running, catching in isolation and combination. To play competitive games.

SAQ – To develop flexibility, strength, technique, control and balance.

Swimming – To swim competently and confidently.

PSHE

Celebrating differences –
To take care of our friends.

To recognise and accept differences.

To be kind to others.

RE

How do Hindus Worship?
To understand the Hinduism festival, Diwali.

To understand why we celebrate Christmas – Jesus the light of the world.

Design and Technology

Winding Mechanisms

To explore and use winding mechanisms. To begin to use wheels and axels. To evaluate pre-existing products including what works well and what could be improved. To evaluate own product.

Music

To listen to music with attention to detail. Play and perform a song in ensemble. Use and understand musical notations. History of music.

Year 3

Throughout Autumn 2 children will learn:

Computing

To be able design, write and debug programs. To use sequence, selection and repetition in programs. To use a variety of software on a range of devices.

RRSA

Article 14 – Every child has the right to think and believe what they choose and also to practise their own religion.
Article 15 – Every child has the right to meet with other children and to join groups and organisations.
Article 16 – Every child has the right to privacy.

Educate and Celebrate

Book – Families, families, families

English

Class texts: The Christmasaurus and Christmas play scripts.

To plan, draft and write in narrative - descriptive writing, instructions and play script.

Basic Skills to recap and include: Punctuation, proper nouns, conjunctions, expanded noun phrases.

Maths

Measurement – To compare, add and subtract lengths (cm/mm).

To measure perimeter of 2D shapes.

To recall and use multiplication and division facts to solve problems.

Science

To identify that animals, including humans, need the right types and amounts of nutrition.
To identify that humans and some other animals have skeletons and muscles for support, protection and movement.

Languages

To introduce the Italian language and create the foundations for a KS2 program.