

## 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.

To gather, record, classify and present data.

To identify differences, similarities or changes related to scientific ideas and processes.

## Computing

To write algorithms using specific instructions.

Purple Mash – 2 Code Chimp  
E-safety – staying safe online.

## PSHE

Being Me in My World -  
To make responsible choices and taking action.

To create a learning charter.

To set personal goals.

## RE

How do Hindus Worship?  
To understand how Hindus worship and the importance of worshipping in Hinduism.

## Art

To improve mastery of art and design techniques including sketching and drawing.

To learn about great artists in history.

# Year 3

Throughout Autumn 1 children will learn:

## Languages

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

## Music

Let Your Spirit Fly – Charanga  
To listen to and compare features of music including instruments, style features, structure and tempo.  
To play and perform.  
To use and understand notation.

## RRSA

Article 1 – Everyone under the age of 18 has all the rights in the convention.  
Article 2 – The convention applies to every child without discrimination.  
Article 6 – Every child has the right to life.  
Article 13 – Every child must be free to express their thoughts and opinions.

## Educate and Celebrate

Great Women Who Changed the World

## English

Class texts: Hansel and Gretel, Stone Age Boy, Simile Poems

To plan, draft and write non-chronological reports, letters and poetry.

To present work neatly and legibly.

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

## PE

Football – To use running, jumping, throwing and catching in isolation and in combination.  
To play competitive games.

SAQ - To develop speed, agility and quickness through a range of games and activities.

## Maths

Number and Place value - Identify, represent and estimate numbers using different representations.

Addition and Subtraction - Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three-digit number and hundreds.

## History

To understand the changes in Britain Stone Age to Iron Age.

To focus on building and technology in earliest settlements, key features and chronology.

About change over time.