

LITERACY - Article 27

LITERACY Article 28

Traditional tales – fables with a moral

- Explore how different texts appeal to readers using varied sentence structures and descriptive language.
- Share and compare reasons for reading preferences.
- Extend the range of books read.

Reports-non-fiction

- Identify and make notes of the main points from section(s) of text.
- Write a news/sports report
- Select and use a range of technical and descriptive vocabulary
- Use layout, format, graphics and illustrations for different purposes

Poetry

- Read, write and perform poetry.

Grammar & punctuation

- Using & punctuating speech.
- Using prepositions, adverbs
- Use of commas and apostrophes accurately

GEOGRAPHY Article 24.

- Using maps to identify European & South American countries.
- Understand how places fit into a wider geographical context.
- Understanding climate
- Be able to communicate their geographical knowledge and understanding.
- To ask and answer questions about geographical and environmental features.

MUSIC-ongoing skills Article 13

- Control pace, rhythm and pitch.
- Use different voices.
- Sing with others.
- Control the expressive elements: dynamics, tempo.
- Learn to play the recorder and djembe drums

Adventurers and Explorers

Entry: Researching during ICT about different explorers and create a mind map

Exit: Create a treasure map using directional language.



Year 3 Autumn Term 1

SCIENCE-Light Article 6

- Observe and name different light sources, e.g. electric lights, flames and the sun
- Explain that we see things because light travels from objects to our eyes
- Notice that light is reflected from surfaces
- Recognise that shadows are formed when a light source is blocked by an opaque object.
- Find patterns that determine the size of shadows.

PATHS/PSHE- New beginnings Articles 4 & 5

- Recognise their worth as individuals.
 - Know why and how rules are made and enforced.
 - Face new challenges.
- Understand positive environments & basic emotions.

PE - Article 31

Balance, coordination & agility. Passing/receiving techniques.
Small sided games. Self-assessment.

MATHS Article 28

- Partition three-digit numbers into multiples of 100, 10 and 1.
- Read, write and order whole numbers to at least 1000. Describe and explain methods used.
- Derive and recall all addition and subtraction facts for each number to 20.
- Add or subtract mentally combinations of one-digit and two-digit numbers.
- Identify patterns and relationships.
- Derive and recall multiplication facts for the 2, 3, 4, 5, 6 and 10 times-tables.
- Use knowledge number operations and corresponding inverses, **including doubling and halving** to estimate and check calculations.

ART Article 31

- Be able to use art as a means of self-expression.
 - Be able to choose materials and techniques which are appropriate for their task.
 - Be able to explain their own work in terms of what they have done and why.
- 2.6 Be able to talk about works of art, giving reasons for their opinions**

Computing– internet research & communication Article 29

- Be able to find and use stored information from a variety of sources.
- Be able to make choices to gather information and solve problems.
- Using email as a form of communication.

History Article 27

- The study of explorers and explorations on land sea and space.
- Know about the lives of people periods studied.
- Know about the main similarities and differences between the past societies.
Give some reasons for particular events and changes.
- Be able to gather information from simple sources and organise historical information