

Year 3

Autumn Term 2 2020

English

As readers, we will continue to read the text Storm. We will focus on character, setting and mood, asking questions as the story progresses and locating evidence in the text to answer specific questions. As writers, we will write a description of setting, and plan and write a conversation. As poets, we will discuss poetic features, structure and language choice. We will use our understanding of these features to then write our own version of 'The Sound Collector'.

Maths

As mathematicians, we will continue to develop our understanding of columnar addition and subtraction and check answers using inverse methods. We will refine and master our methods through problem solving, including missing numbers, place value and more complex addition and subtraction. We will be mastering multiplication and division facts using mental methods and progressing to formal written methods and problem solving.

Science

As scientists, we will learn about light, reflections and shadows. They will identify different sources of light, and understand that we need light to see. They will use mirror games to find out more about reflective surfaces. They will also learn about the dangers of sunlight and identify opaque materials.

<u>Challenge</u> 'Bridging the Gap'

Use your knowledge of Roman construction to build a bridge to transport a Roman chariot across.

Cognition

- Acquire Knowledge of the Roman's way of life.
- Learn to read man write Roman numerals.

Computing

As computer experts, we will develop our word processing skills. We will learn basic computer skills, change the case and colour of text and learn how to align the text. We will also learn how to use bullet points and numbering, use the <ctrl> key and insert and format text boxes.

Roman Britain



Italian

As linguists we will continue to learn new phrases to help us talk about ourselves. We will be taught the days of the week and months of the year and link this to our previous learning on number and counting.

Music:

As musicians we will be learning a variety of Roman chants and songs and learn to accompany songs with basic notation and use of the glockenspiel.

PΕ

As athletes, we will develop our ball skills. We will do so by becoming aware of others when playing games, performing a range of actions to maintain control of the ball, catch with increasing control and accuracy and develop different throwing techniques.

Communication

- Debate on Roman slavery
- Drama Workshop
- Hot Seating activities
- Class Forum
- Group Presentations

RE

As theologians, we will be exploring the Bible stories of the Annunciation and Visitation. We will develop our understanding of Advent as a time to prepare for Christmas and reflection of Christ being in the world. We will read and discuss the story of the Shepherds to reflect upon the birth of Jesus and who He is.

History

As historians, we will learn to explain the spread of the Roman Empire and recall key facts about the invasion of Britain. We will understand how the Roman Empire affected different people and how they felt and reacted to the changes that were being made. We will also explore the events of Boudicca's Rebellion roleplaying from different perspectives. Roman Day: We will take part in a costume Roman's day, including a special workshop from an outside visitor.

Design Technology

As designers, we will analyse Roman shields (called scutums), looking at size patterns and colours. We will then design, make and evaluate Roman shields of own own. We will also use our knowledge of Roman construction in our 'Challenge': to build a bridge to transport a Roman Chariot.

Art & Design

As artists, we will explore Roman Mosaics, understanding why, when and how the Roman's created these and their significance in Roman society. We will practise using different natural colours and experiment with different patterns.

Creativity

- Drama Reenactments
- Theme Day Dressing Up
- Roman Artwork

Community

- Roman Democracy
- Class Forum
- Other Beliefs
- Roman Gods
- The rise of the Roman Empire