<u>Literacy</u> Genre Focus:

<u>Narrative</u>:Wishing tale -I can include enough detail to engage my reader. I can use adjectives. I can use metaphors to describe a character.I can include interaction between characters using dialogue.

Main learning objectives:

Context to write: read the short story of 'the doll' follow the talk for writing process and learn the story. When children are confident we will create a scaffolded version of the story before the children write a completely independent version of their own.

<u>Numeracy</u> Focus areas:

- Time
- Mass and Capacity

Main learning objectives:

- Tell and write time from an analogue clock, 12 hour clock and 24 hour clock. Read and write time to the nearest minute. Record and compare time in terms of seconds, minutes and hours. Use vocabulary such as o'clock', am, pm, morning, afternoon, noon and midnight.Know the number of seconds in a minute, days in a month, year and leap year.
- Choose and use appropriate standard units to estimate and measure mass (g/kg) and temperature (C) to the nearest appropriate unit using suitable equipment.
 Activities to be on weekly plan.

<u>Science</u>

Main learning objectives:

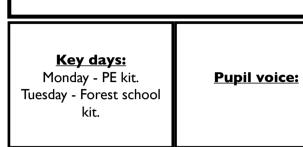
<u>Materials</u> - I know that some changes [for example, the freezing of water] can be reversed and some [for example, the baking of clay] cannot, and they classify changes in this way.

<u>Physical processes</u> - I can explain why the direction or speed of a moving object changes.

Activity ideas, to include reference to investigations:

- Compare states of water with balloons.
- Investigate air resistance by making bottle rockets and parachutes.
- Investigating referable and irreversible processes by making g different foods e.g. melt chocolate and make toast.
- Using laptops to help input and analyse the data from the experiments that we carried out (cross curricular)

Year 3 Summer Term 2 2024 Topic - Manx as the Hills



<u>Art & DT</u>

Main learning objectives:

- \underline{Art} I can use my clay techniques to create e clay sculpture
- \underline{DT} I can sketch my ideas and label them to communicate the ideas of my design.

Activity ideas:

<u>Art</u>

Create a clay sculpture based on an artist.

DT: Stem day, children given challenges to create and build structures for a purpose. They are to plan, build and evaluate designs.

Linked with science bottle rockets: children to draw plans for their rocket and label what will work and what might need improving.





<u>RE</u>

Main learning objectives:

- -I can include enough detail to engage my reader.
- -I can use adjectives.
- -I can use metaphors to describe a character.
- -I can include interaction between characters using dialogue.

Activity ideas:

- Learn about Jewish festivals
- Learn about the Jewish sacred texts and rules

<u>PSHE</u>

Jigsaw unit - Changing me Main learning objectives:

- How babies grow
- Babies
- Outside/inside body changes
- Family stereotypes
- Celebrating my relationships
 - Activities to come from Jigsaw file.

<u>ICT</u>

Main learning objectives:

<u>Computer modelling - to use graphical modelling software</u> <u>e.g.sketchup</u>

Activity ideas:

- Using sketchup to create their own viking house
- Build a modern building and compare it to the Viking g building they built.
- Practice logging on and off
- Continuing building their fluency in mouse work and keyboard skills whilst using the computers.

PE - Key area - games

- I can change direction
- I can find space in a game
- I can work well in a team

Activity ideas:

- Team bib games
- Castle and dragons
- Bench ball to work on spacial awareness and team work
- Rounders to work on tactics and finding space and working as a team

<u>History</u>

Main learning objectives:

- I nderstand that a timeline can be divided in BC and AD
- I can distinguish between past and present history using 21st and 19th century.
- I can use historical language.

Activity ideas:

- Look at various settlements on the isle of man
- Create a fact file about the Vikings
- Look at how Things have changed over time on IOM.