

Year 3 Long Term Plan 2017-2018

Whole school Worship 2016/17	Creativity	Peace	Trust	Forgiveness	Justice	Thankfulness
Whole school Worship 2017/18	Courage	Friendship	Truthfulness	Humility	Compassion	Hope
SEAL assembly	New beginnings / Good to be me	Say no to bullying	Going for Goals	Getting on and falling out	Relationships	Changes
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Book/Theme	Unique Me Week Warriors Stig of the Dump Building Stig's Shelter	Non-fiction The pebble in my pocket Visit to Pett Beach - Geog/Science trip	Iron Man Visit from Iron Age Workshop? Becoming Iron Men	Into the Forest Trip to Alexandra park - mapping skills / plants.	The Time Travelling Cat and the Egyptian Goddess Ancient Egyptian Day	Stories from Ancient Egypt Visit to British Museum (coach)?
Science	Animals including Humans	Rocks, soils and fossils	Forces and Magnets	Plants	Light and Shadows	Light and Shadows
Geog/History	Life in the Stone Age (Hamilton)	Mountains and Coasts (Hamilton)	Life in the Iron Age (Hamilton)	Mapping Skills linked to story mapping etc. of ITF	Life in Ancient Egypt	Life in Ancient Egypt
Music	Stone Age Chants	Weather themed songs	Eco instruments - creating our own	River compositions / storyboards	African traditional songs	Egyptian stories with music
Computing	Know basic <u>icons</u> Internet literacy. Understanding the meaning of different icons within the internet / computer. E-Safety: the importance of strong and safe	Create animations using 2Animate / Scratch. Use a variety of software to manipulate and present digital content: and information. E-Safety: showing awareness for the quality, reliability	Using 2Graph to create graphs. Making own graphs/tables and creating databases. I know that data can be structured in tables/graphs to make it useful. E-Safety: understanding how	Inputting data into databases and using this accurately. E-Safety: Understanding how to show respect in social situations.	Parts of a computer and their uses. I know and can use a range of input and output devices and safe researching. E-Safety: understanding the rules for writing clear and respectful emails.	Designing Egyptians posters and PowerPoint's. E-Safety: understanding how to write 'good' emails.

	passwords.	and accuracy of digital content and understanding how to connect with respect.	to search safely and reliably on the internet.			
Art/DT	Early Stone Age art - charcoal drawings/skills Self-portraits.	DT skills taught through Geography - designing and 3D modelling of mountains and coastlines. Creating own flip-books.	Art week - Using clay to create Iron Age houses and exploring food.	Understanding famous artists: re-creating their work and using shade, texture and tone.	Understanding tabs and how to use these - Making our own sarcophagus.	Egyptian patterns - printing techniques
PE	Swimming / Invasion Games JS- Invasion Games: Handball	Stone Age Dance / Team Building JS - Dance: Rhythm and movement	Gymnastics / Badminton JS - Gymnastics: Partner work / sequences	Invasion Games / Football JS - Invasion Games: Basketball	Swimming / Bat and Ball JS - Bat and Ball: Cricket	Swimming / Athletics JS - Athletics
SMSC/PSHE	New Beginnings - SEAL Good to be Me - SEAL	Getting on and Falling Out (incl. Anti-bullying Week) SEAL	Say No to Bullying - being a witness SEAL	Going for goals - SEAL	Relationships - SEAL (plus Life Cycles within Science)	Changes - SEAL
RE	Judaism - CIST	Judaism - CIST	Who is Jesus? - CIST	Who is Jesus? - CIST	Followers of Jesus - CIST	Followers of Jesus - CIST
MFL - following lightbulblanguages.co.uk SoW	Simple words and phrases	Family Names Numbers 0-10 Age	Numbers 11-20 Months of the year Days of the week	Days of the week Developing pronunciation	Colours and Body	Re-capping from the year
British Values (Democracy, Rule of Law, Individual Liberty, Respect and Tolerance)	Rule of Law (PSHE - New Beginnings)	Respect and Tolerance (PSHE - Getting on and Falling Out)	Individual Liberty (PSHE - Say No to Bullying)	Individual Liberty (PSHE - Going for Goals)	Respect and Tolerance (PSHE - Relationships)	Democracy (PSHE - Changes)