

Term	Project Name	English Genres	Computing	Subject 1	Subject 2	Learning Values	Creativity
A1 6wks	Romans/Anglo Saxons	Non-chronological reports Myths and legends	<p>Skills/Lessons Understand how the internet can be used Use search technologies effectively and evaluate digital content</p> <p>Application Gathering and presenting information about the Romans</p> <p>E-safety <i>Powerful passwords</i></p>	<p>History The Roman Empire and what defines this period. The legacy of Roman culture. Link the decline of one period of time and rise of another. Give reasons for the main events.</p>	<p>Art Clay base modelling Mosaics Papier Mache</p>	Questioning Independence	<p>Treehouse theatre 'Play in a day' workshop.</p> <p>Roman Museum trip</p>
A2 6 wks	Buzz Light Hear	Instructions Adventure/Mystery	<p>Skills/Lessons Design write and debug a program</p> <p>Application Use coding software to create a game inspired by toys.</p> <p>E-safety <i>My online community</i></p>	<p>D + T Design an electrical toy for Smyths. Identify and describe a purpose for a successful product. Work safely and accurately with a range of simple tools.</p>	<p>Science Identify electrical components. Construct a simple series electrical circuit. Identify how sound is made. Recognise the difference between the pitch and volume of sound.</p>	Team work Questioning	

<p>Sp1</p> <p>5 wks</p>	<p>Victorians</p>	<p>Newspaper reports</p> <p>Persuasive letters</p>	<p>Skills/lessons Develop typing and formatting skills using Microsoft Word.</p> <p>Application Type up Victorian newspaper reports.</p> <p>E-safety Things for sale</p>	<p>History A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.</p> <p>Describe the characteristic features of the period</p> <p>Research St James' Victorian heritage</p>	<p>Art Sketching Portraits Needlework</p>	<p><i>Questioning</i></p> <p><i>Independence</i></p>	
<p>Spr 2</p> <p>5 wks</p>	<p>Carnival of The Animals</p>	<p>Plays in Guided Reading</p> <p>Fables</p> <p>Poetry</p>	<p>Skills/Lessons Audacity and 2 sequence</p> <p>Applications Digitally create a simply beat and rhythm inspired by an animal</p> <p>E-safety <i>Safer internet day</i></p>	<p>D & T Design and make and evaluate a mask for the carnival.</p> <p>Experiment with different joining techniques.</p> <p>Discover how to make material strong and stable.</p>	<p>Music Play and perform in solo and ensemble contexts.</p>	<p><i>Creativity</i></p> <p><i>Teamwork</i></p>	
<p>Sum 1</p> <p>6 wks</p>	<p>What a wonderful world</p>	<p>Information texts</p> <p>Poetry</p>	<p>Skills/Lessons Take photographs and upload content from a digital device.</p> <p>Applications Take photographs of the beauty in nature. Use these as part of an information text.</p> <p>E-safety <i>Show respect online</i></p>	<p>Geography/Science Plants Rocks and soils Water cycle</p>	<p>Art Painting Drawing Collage</p>	<p><i>Reflection</i></p> <p><i>Creativity</i></p>	<p><i>Hengistbury Head/ Lulworth cove</i></p>

Year group: 3

Teachers: Miss Rogers and Miss Tummon

Sum 2 6 wks	World Cup Project	Sports commentary Biography	Skills/lessons How technology is used in sport Research skills Application Writing an email E-safety <i>Writing good emails</i>	Geography/science Map skills Different climates Keeping fit/healthy	History History of the game Chronology of sport Changes over time	Creativity Team work reflection	
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SCIENCE WEEK – MAGNETS + ANIMALS

- Compare different surfaces
- magnetic forces can act at a distance
- Magnetism and its effects materials.

Dt – Cooking

Guided reading:

Myths and legends