



THERE'S NO FULL STOP TO LEARNING

Our vision is to enable children to become lifelong learners by creating a safe and inclusive learning environment that nurtures individuality and enhances potential

Year 3 Summer 2 Topic: Ancient Greece

Science – Plants and seeds

- To be able to identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers
- To investigate the way water is transported in plants
- To explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

PE

- Cricket
- Tennis
- Athletics

Music

Musical appreciation:
Ancient Greece & Opera
Ukulele

Computing

Coding – to be able to create a maze game

RE/PSHCE

- Economic wellbeing: money
- Drugs, alcohol and tobacco
- Transition
- Ourselves and Growing
- Relationships

Topic: Ancient Greece

- To do observational drawings of decorative vases from Ancient Greece
- To design and construct a Greek Vase
- To name and identify countries and continents around the Mediterranean
- To describe physical characteristics and topographical features of these countries
- To understand how some features change over time
- To plot a route on a map
- Influence of Ancient Greece on modern day life

English

- To write an epic story based in Ancient Greece using The Odyssey as inspiration
- Use a range of prefixes and suffixes and understand how to add them
- Place the possessive apostrophe accurately in words with regular plurals [for example, girls', boys'] and in words with irregular plurals [for example, children's]
- To discuss and record ideas for a newspaper article
- To use word banks to support enhanced vocabulary choices
- In non-narrative use simple organisational devices such as headings and subheadings
- Proofread for spelling and punctuation errors
- Use conjunctions, adverbs and prepositions to express time, cause and place
- To add information into a sentence using parentheses
- To sequence and summarise the main events of a story
- To use superlatives to create an advertisement
- To plan the key events of an epic adventure narrative
- To edit for cohesion

Skills and Knowledge

Art and D.T

- To be able to design and make a pneumatic Greek monster
- To be able to design and make a Greek chariot
- To be able to prepare a range of Greek food
- To construct a vase using clay

Spanish

Days of the week, months of the year, time and seasons

Maths

- To continue to revise all multiplication and division facts learnt so far for the 2x, 3x, 5x, 10x, 4x, 6x, 12x and 8x tables
- Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes & hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon & midnight
- Know the number of seconds in a minute and the number of days in each month, year and leap year
- Compare durations of events
- Compare and classify geometric shapes, including quadrilaterals and triangles, based on properties & sizes
- Identify lines of symmetry in 2-D shapes presented in different orientations
- Complete a simple symmetric figure with respect to a specific line of symmetry.
- Draw 2D shapes to measure a straight line using a ruler
- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines
- Make 3-D shapes using modelling materials
- Recognise 3-D shapes in different orientations and describe them
- Identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- Recognise angles as a property of shape or a description of a turn
- Identify right angles, recognise that two right angles make a half turn, three make three quarters of a turn and four a complete turn
- Identify whether angles are greater or less than right angle
- Interpret and present data using bar charts, pictograms and tables
- To be able to select own simple scale