



YEAR 3

Planned half term	Year 3	Memorable experience	Innovate challenge	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Scrumdiddlyumptious!	Visit a local shop or supermarket	Invent a smoothie	Stories with familiar settings; Recipes and instructions; poetry;	Sculpture	We are programmers	Cooking and nutrition	Food miles and fair trade	Significant individuals - James Lind	A1 Number; Measures and money	Recorders	Dance	New Beginnings	Nutrition
2	Mighty Metals	Visit a local playground	A friend for the Iron Man	Non-chronological reports; Explanations;	Embossed pattern and pictures; Making jewellery	We are bug fixers	Product evaluation; Using research to inform design; Selecting materials; Making vehicles; Building an Iron Man; Using electrical circuits	Geographical features; Using maps	Local History	A2 Measurement; Number	Recorders	Games	Getting on and Falling out	Forces and magnets; Working scientifically
3	Gods and Mortals	Meet Zeus	Pandora's Box	Character profiles; Diary writing; Myths and legends;	3-D sculpture; Greek art and design	We are presenters	Moving parts; Model making	Ancient and modern day Greece; Geographical features; Using maps	Ancient Greece	Sp1 Geometry; Number	Singing and Composing lyrics	Gymnastics	Say no to Bullying	Forces and magnets; Working scientifically
4	Predator!	Animal experience	The ultimate predator	Recounts; Poetry; Dilemma stories;	3-D scale models	We are network engineers	Selecting and using materials (collage and textiles)	Fieldwork; Using maps to locate countries and continents	Significant individuals - Mary Seacole	Sp2 Statistics; Number	Composing lyrics	Athletics	Going for Goals	Food chains; Fossils; Plant parts and functions; Water transportation in plants; Skeletal systems; Working scientifically
5	Tribal Tales	Visit a prehistoric site	Construct a monument	Information books; Adventure stories; Fact	Neolithic art; Clay beakers; Iron Age jewellery	We are communicators	Tool design and making; Building structures	Fieldwork; Human and physical geography; Using maps and aerial images	Prehistoric Britain from the Stone Age to Iron Age	S1 Number; Measurement	Listening and appraising	Swimming	Good to be Me	Plants; Light; Working scientifically
6	Tremors	Visit a seashore, river bed or rocky outcrop	Emergency plan for a volcano eruption	Historical narrative; Newspaper reports;	Sculpture; Photography	we are opinion pollsters	Structures	Volcanoes and earthquakes	Ancient Rome - Pompeii	S2 Number	Traditional and Cultural Music	Swimming	Changes in relationships	Rocks
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