



# 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                     | Recounts; Recipes and instructions; Nonsense poetry; Non-chronological reports; Adverts                 | Sculpture                                       | Web searches; Emails  | Cooking and nutrition  | Food miles and fair trade   | Significant individuals - James Lind               | Measures and money                  | Vegetable orchestra                            | Exercise   | Discrete                           | Nutrition  |
| 2  | Mighty Metals        | Visit a local playground                     | A friend for the Iron Man             | Non-chronological reports; Explanations; Instructions; List poetry; Recounts                            | Embossed pattern and pictures; Making jewellery | Creating spreadsheets; Using presentation software  | Product evaluation; Using research to inform design; Selecting materials; Making vehicles; Building an Iron Man; Using electrical circuits | Discrete  | Discrete   | Measuring length                    | Performing using metal objects for instruments | Using PE equipment to explore forces                                   | Discrete                           | Forces and magnets; Working scientifically                     |
| 3  | Gods and Mortals     | Meet Zeus                                    | Pandora's Box                         | Character profiles; Diary writing; Instructions and commands; Myths and legends; Character descriptions | 3-D sculpture; Greek art and design             | Using presentation software   | Moving parts; Model making   | Ancient and modern day Greece; Geographical features; Using maps      | Ancient Greece                                     | Positional and directional language | Discrete                                       | Athletics; Battle formation; Dance                                     | Resolving differences              | Forces and magnets   |
| 4  | Tribal Tales         | Visit a prehistoric site                     | Construct a monument                  | Information books; Adventure stories; Fact files; Letters; Poetry using similes and metaphors           | Neolithic art; Clay beakers; Iron Age jewellery | Discrete  | 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 | Discrete                            | Discrete                                       | Discrete   | Thinking about the lives of others | Plants; Light; Working scientifically                          |
| 5  | Predator!            | Animal experience                            | The ultimate predator                 | Recounts; Leaflets; Poetry; Dilemma stories; Speeches   | 3-D scale models                                | Algorithms; Flow diagrams; Online research; Using logical reasoning; Graphics software; Digital presentations | Selecting and using materials (collage and textiles)   | Fieldwork; Using maps to locate countries and continents              | Discrete   | Data handling                       | Discrete                                       | Comparing performances; Competitive games (attack and defence tactics) | Discrete                           | Food chains; Fossils; Skeletal systems; Working scientifically |
| 6  | Tremors              | Visit a seashore, river bed or rocky outcrop | Emergency plan for a volcano eruption | Recounts; Historical narrative; Narrative using personification; Newspaper reports; Poetry              | Sculpture; Photography                          | Presenting information  | Structures   | Volcanoes and earthquakes   | Ancient Rome - Pompeii                             | Discrete                            | Composition                                    | Outdoor and adventure challenges                                       | Topical issues                     | Rocks  |
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