**Medium Term Plan**

**Term: Summer 1 Class: Year 3 Teacher: Miss Peverell (Mrs Speight PPA)**

**RE** (PPA) Rules and how they influence actions. Special Places, Sacred Spaces

**Science**

The children will cover science objectives for the following areas:

* **Forces and Magnets**
* Plants
* Light

:

**Art** Year Three will study, discuss and gather inspiration from the work of artist Sarah Kin and the illustrations in Ted Hughes' novel 'The Iron Man', before creating their own man and machine artwork.

**Music**

Specialist visitor.

**Geography**

The children will perform map work including: Use of 4 compass points to follow/give directions. Reading and writing co-ordinates. Drawing of sketch maps from a high viewpoint. Creation of routes – real and imagined (Iron Man). Use of standard key symbols.

**D.T.**

The children will design, make and evaluate an iron man moving toy, using a mechanical system in their product.

**History**

NA

**ICT** The children will work on Control (algorithms).

.

**FRENCH** (PPA)

Vive le sport

La meteo

**PSHE**

The focus will be, ‘Saving, spending and budgeting’ and ‘What helps me choose?’.

**Literacy**

The Iron Man During lessons based around the PoR text, the children examine and/or write a variety of text types, including:

Recounts

Letters Reports

Poetry

**Metal Mystery & See the land like the Iron Man**

**P.E.** The children will focus on gymnastics - modified where appropriate, and will participate in simple orienteering activities.

English

Speaking and listening

Reading

Word reading

Writing

Phonics& spelling

Punctuation

Vocabulary

Sentence and text

Handwriting and presentation

Composition

Story

Information

Poetry

Science

Working scientifically planning

Working scientifically recording evidence

Workings scientifically conclusions

Plants

Animals, including humans

Life processes

All living things

Habitats

Everyday materials

Changing materials

Light and sound

Rocks

Electricity

Forces and magnetism

Religious Education

Learing about religion

Learning from religion

Music

Composition

Performance

Physical education

Gymnastics

Dance

Games

Computing

Finding things out

Making things happen

Programming

Sharing and reviewing

Investigating and exploring

Art

Drawing

Painting

3D modelling

Printing

Textiles

Design Technology

Design

Make

Evaluate

Axels, Pulleys, Gears

Electrical and mechanical components

Food technology

Mechanisms

Structures

textiles

Geography

Geographical enquiry

Geographical skills and fieldwork

Location and place knowledge

Human and physical

sustainability

History

Finding out about the past (Enquiry)

Finding out about the past (Chronology)

Historical Events

Lifestyles of people in the past

Significant historical people

PSHE

Physical Health

Keeping safe, managing risk

Identity

Society

Equality

Drugs, alcohol, tobacco

Mental health emotional well being

Career

Financial and economic well being