

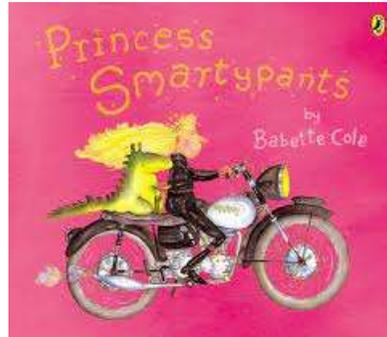
English: DPiL -Princess Smarty-pants:

Children will learn:

- To write a report about traditional Vs. modern Princesses
- To understand different vocabulary-use of dictionaries and definitions
- To retell and up level the book to a longer story
- To write 2 adverts –one fake one true
- To form arguments for and against using conjunctions: However, but, on the other hand, also in addition to this
- To write a character description
- Can do some practise paragraphs –on a prince
- To write a story with a beginning middle and end



Year 3 Autumn 1



Maths: White Rose

Place Value



- Read, write, order and compare numbers to 100
- Calculate mentally using known facts, round and adjust, near doubles, adding on to find the difference
- Derive new facts from a known fact
- Read, write, represent, partition, order and compare 3-digit numbers
- Find 10 and 100 more or less
- Round to the nearest multiple of 10 and 100

Reading: Charlie and the Chocolate factory

Children will explore the text using the reading skills:

- Inference
- Clarifying
- Predicting
- Summarising
- Questioning
- Making connections

Topic-Europe

Children will learn about:

- The continents
- Europe and European cities
- Human and physical features of a European country
- Compare two European capital cities

PSHE: Jigsaw- Being me in my world

- Getting to know each other
- Our school
- Rewards and consequences
- Learning Charter



Science: Kent Animals including humans

Children will learn about:

- **what living things need to eat and why** (Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat)
- **how skeletons help us** (Identify that humans and some animals have **skeletons** and **muscles** for support, protection and movement.)

R.E.- Hinduism

The Hinduism unit gives children an overview of Hinduism, focusing on its origins, core beliefs, festivals, special places. Children will explore the different holy books, identify key Hindu symbols and understand their meanings.



Art

The children will create and label maps.



Computing Rising Stars

We are Programmers

- plan and create an algorithm for an animated scene in the form of a storyboard
- write a program in Scratch to create the animation, including characters, dialogue, costumes, backdrops and sound
- review their animation programs and correct mistakes.

P.E. (PESSN)-Games



- To move safely in a confined space.
- To practise dribbling and passing with a partner using your feet.
- To prevent a ball being intercepted.
- To develop using different types of passes.
- To use these passes to keep a ball away from a defender as part of a team.