

Cleves School Curriculum Map

Summer 1 Year 3 Light & Sound

	<p style="text-align: center;"><u>Literacy</u></p> <p>Read the story of St George and the Dragon. Rewrite the story in the first person from the point of view of one of the characters. Focus on adverbs and writing speech.</p> <p>Performance poetry incorporating sound and drama.</p> <p>Shape poetry.</p> <p>Adventure Stories(carried over)</p> <p>Grammar, spellings and handwriting.</p>	<p style="text-align: center;"><u>Numeracy</u></p> <p>-Count on/back in 10s, 100s from any two-/three-digit number. -Add/subtract 9, 19, 29... and 11, 21, 31... -Add or subtract mentally one and 2 digit numbers -Read, to the nearest division and half-division, scales that are numbered or partially numbered; -Solve one-step and two-step problems involving numbers, money or measures, including time, -Read and write proper fractions (e.g. $\frac{3}{7}$, -identify and estimate fractions of shapes; use diagrams to compare fractions and establish equivalents -Read the time on a 12-hour digital clock and to the nearest 5 minutes on an analogue clock; calculate time intervals and find start or end times for a given time interval. -draw right angles and to identify right angles in 2-D shapes - recognise that a straight line is equivalent to two right angles. -Know the relationships between km and m, m and cm, kg and g, l and ml</p>	<p style="text-align: center;"><u>Science</u></p> <p>Circuits and conductors: Making working circuits and represent them as a circuit diagram, using correct symbols Investigating conductivity of different materials Using switches to control circuits Investigating adding components into series circuits Plant Life cycles- covered at Sayers Croft Helping Plants Grow: Looking at conditions for growth Planning fair tests SCIENCE WEEK-Sound- what is it? How do we make it? Different types? Pitch and tone. Whacky experiments!</p>
<p style="text-align: center;"><u>ICT</u></p> <p>Children begin to understand that computer simulations can represent real and imaginary situations.</p> <p>They learn how to explore simulations, explore options and to test their predictions.</p>	<p style="text-align: center;"><u>History</u></p> <p>Not a focus this half term.</p>	<p style="text-align: center;"><u>Geography</u></p> <p>Not a focus this half term.</p>	<p style="text-align: center;"><u>Art</u></p> <p>Magazine collage of St George and the dragon Story</p>

<p style="text-align: center;"><u>Design Technology</u></p> <p>This unit links with work done on circuits in science. Children will apply their knowledge to design and make a simple electrical devise. The children will also consider how the devise can be controlled by designing and making their own switch. Science Week- Musical instruments</p>	<p style="text-align: center;"><u>PE</u></p> <p>Swimming. Games - athletics Striking & Fielding</p>	<p style="text-align: center;"><u>RE</u></p> <p>How do Christians celebrate milestones in life? - marriage</p>	<p style="text-align: center;"><u>Citizenship</u></p> <p>Personal safety - electricity SEAL</p>
<p style="text-align: center;"><u>Music</u></p> <p>Exploring the pentatonic scale Composing music for appropriate purposes 'Sleepy Time' and 'Party Time'</p>	<p style="text-align: center;"><u>French</u></p> <p>Classroom objectives Numbers 11-20 Revision games</p>	<p style="text-align: center;"><u>Dates to Remember</u></p> <p>19th April Immersion Day 21st April School Photos 23rd Spring Concert 17th May QCA week 18th May Fete in the Field 20th May Sports Day(Lower)</p>	