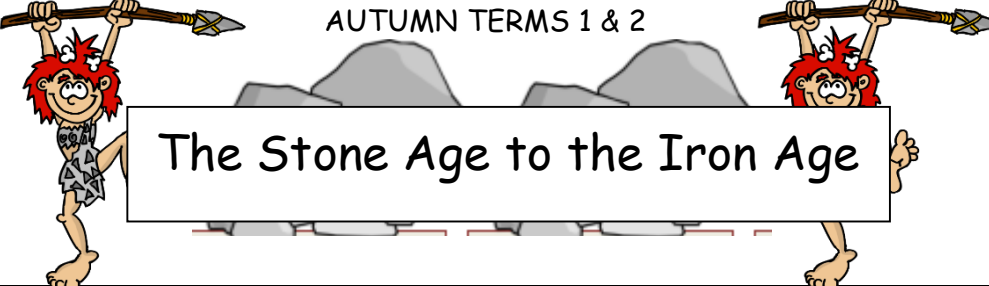


Year 3 Autumn Term 1 & 2 Overview

<p>English</p> <ul style="list-style-type: none"> • Adventure stories • Poetry • Instructional writing • Plays and dialogues • Non chronological reports • Letters 	<p>Outdoor Learning</p> <ul style="list-style-type: none"> • Woodland walk building huts. • Cave building • Clay collecting and pot making • Jewellery making from natural materials. • Making own drawing materials from natural sources and painting with them. 	<p>Computing</p> <ul style="list-style-type: none"> • Creating simple programmes to control an object. • (Scratch program) • Explain how simple algorithms work. • Detect and correct errors in algorithms and programs • Internet safety. 	<p>R.E.</p> <ul style="list-style-type: none"> • Creation • People of God <p>School Value: Friendship</p> <p>P.S.H.C.E.</p> <ul style="list-style-type: none"> • Responsibility and rules. • Friendship. • Let's communicate • Apples Friends.
<p>Maths</p> <ul style="list-style-type: none"> • Place value • Addition and Subtraction • Word problems • Mental calculations • Measure 	 <p>AUTUMN TERMS 1 & 2</p> <p>The Stone Age to the Iron Age</p>		<p>French (MFL)</p> <ul style="list-style-type: none"> • La rentrée • Classroom commands • Greetings • Carnac and Menhirs • Colours • Noël en France
<p>Science</p> <ul style="list-style-type: none"> • Rocks and Soils • Materials • Light and Shadows <p>Music</p> <ul style="list-style-type: none"> • Rhythm • Composing 	<p>History</p> <ul style="list-style-type: none"> • Changes from the Stone Age to the Iron Age. • How did people live, how do we know and how have things changed? <p>Geography</p> <ul style="list-style-type: none"> • Earthquakes and Volcanoes 	<p>ART</p> <ul style="list-style-type: none"> • Stone Age cave art using different media. (Outdoor learning link) • Iron Age Celtic patterns shields and jewellery. • Representations of Stone henge in art and models. 	<p>DT</p> <ul style="list-style-type: none"> • Why was the wheel such a significant invention? • How can wheels be attached? • Design, make and evaluate a moving cart.