

## Enrichment

- Forest School Trip

## Computing

- Use search engines effectively
- Use Kiddle to research information on the internet and decide whether it is completely factual
- Using digital media including PowerPoint

## RE/ PSHE

- What rules do others follow?
- How do Hindus, Jews and Muslims pray and worship?
- What rules do they have about clothes, food and family?
- Growing and changing
- How have you changed since you were a baby?
- What clothes do different people wear?

## Science

- Scientists and inventors
- STEM activities linked to DT (see below)
- Designing, testing and evaluation
- What is a design engineer?

## Art/ DT

- Free standing structures, strengthening and reinforcing.
- How to join and shape materials
- Design and make a marble run



# Summer 2 - Year 3

## How do inventions change our lives?



## English

We will look at the explanation text *The Shirt Machine*. We will use talk for writing to innovate our text and write an explanation text about *The Hat Machine*. The children will then write independently about an explanation text about an invention of their choice. We will look at the fantasy picture book *Tuesday* by David Weisner. We will create a fantasy sequel to the book.

## PE

- Athletics - running, jumping and throwing skills.
- Effective running technique including running over obstacles.
- Trying for and achieving personal bests

## Music

- Understanding concepts such as bars, beats, notes and chords
- Sequencers, drum machines and loops
- Creating songs on Garageband
- Making choices about the sound of a composition

## Maths

Telling the time to the minute; 24-hour clock ; Using a.m. and p.m.  
Finding the duration Comparing durations Start and end times – make a timetable for your day or your favourite tv programmes  
Measuring time in seconds – set yourself some challenges and see how long they take

Measure and compare mass and capacity

Turns and angles Right angles in shapes Compare angles Draw accurately Horizontal and vertical Parallel and perpendicular Recognise and describe 2D shapes Recognise and describe 3-D shapes Make 3-D shapes

## Spanish

Learn about cities in Spain – Barcelona, Madrid etc  
Learn how to ask where someone lives and respond  
Listen to, read and perform *The Gingerbread Man* in Spanish  
Picnic locations and food

## Humanities

- How did inventions change our lives?
- Changes in transport – railways, counties and cities
- Famous inventors
- Analysing evidence in photographs, maps and data