

# Summer Term Year 3



## Think like a Reader

### Dancing Bear by Michael Morpurgo

This is a story of an orphan girl who finds a lost bear cub and she begs Grandfather to keep him. To her surprise grandfather agrees but unbeknown to her he has ulterior motives. Following an incident with a local boy, the villagers want the bear to be sent away. A cage is built in the village, as a compromise, and all seems fine for a while. Until, that is, a film crew arrives...

In addition to this we will also be reading *The Magicians Nephew* by C. S Lewis, which explains how the tales of Narnia began, through the adventures of Potty and Digory. The plot centers around these children as they explore an abandoned attic that connects their homes. They take a wrong turn and end up in a study which belongs to Digory's strange uncle. When Potty disappears to another land Digory must figure out a way to get her home safe. They then embark on a series of adventures in Narnia.

We are reading...



## Think like a Writer

This term we will learn how to write:

**A historical narrative containing dialogue** based on the story, 'Escape from Pompeii' (which also links in with our History work on Roman Britain).

**Instructional writing** based on the story 'How to wash a Woolly Mammoth'. The children will also write their own set of instructions based on a magical potion of their choosing.

## Think like a Mathematician

During the summer term, we will be learning how to measure the length and perimeter of different objects and shapes, converting between mm, cm and m. Then, we will move onto learning how to measure the mass and capacity of different objects and liquids converting between g and kg, and ml and l. We will finish the year by learning about statistics and shape (properties of 2D and 3D shapes and different types of angles).

## Think like a Scientist

### Continuing with Plants:

At the start of this term, we will be continuing with our plants topic, focusing on the purpose of flowers and how plants pollinate. The children will also learn about how water moves through plants in an exciting experiment in which dyed water travels to the petals.

### Light:

We will then be moving on to our Light topic in which we will complete different experiments about how we see light and how shadows are created.

## Think like an Artist

This term in Art, we will combine form and texture to create relief images and then combine these skills to build 3D insects, taking inspiration from Louise Bourgeois.

Towards the end of the term, we will learn techniques to create a negative space using paint and explore the contrast between foreground and background.

## Think like a Linguist

### ¡Hola! ¿Qué tal?

This term we will be learning how to greet each other in Spanish, introduce ourselves and say how we feel.

## Think like a Geographer

**OS Map skills and Fieldwork** - This term we will be using maps, atlases, globes and digital/computer mapping to locate countries, describe features studied and build our knowledge of the wider world. We will also use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.

## Think like a Person of Faith

**What do some deities tell Hindus about**

**God?** To answer this, we will focus on Ganesh and Lakshmi and what particular blessings they bestow.

**What is the best way for a Hindu to lead a good life?**

To answer this, we will learn how the Hindu beliefs in Karma, Atman and Moksha may affect the actions they take in their lives including devotion to God and actions to help society.

## Think like a Musician

In the first half term, we will be learning about the Pop and Rock genres; listening to and appraising pieces of music from both. This will include learning the song 'Don't Stop Believin' by Journey.

In the second half-term, we will be learning about Reggae, with more listening and appraising and learning Bob Marley's song '3 Little Birds'

We will also learn accompanying glockenspiel parts with both songs.

## Think like a Designer

**Mechanisms** - How can you do a lot of work with little effort?

During our final DT unit of work, we will investigate various linkages and levers to design and make our very own moving toy product. The children will select and use a variety of modelling materials to create their final piece.

## Think like a Computational Thinker

### Creativity (Media)

We will be learning how to create Word documents or PowerPoint presentations by modifying text, images, and page layouts for a specified purpose.

### Programming

In this unit, we will be learning how to write algorithms and programs that use a range of events to trigger sequences of actions.

## Think like a Digital Citizen

This term, we will be learning about the importance of managing online information and what copyright and ownership mean. We will be looking at online bullying, ensure the children know what to do if they experience it and who they can talk to about it.

## Think like a Historian

### Roman Empire and the Impact on Britain:

We will be learning about the Romans and the impact they had on Britain and key historical events that happened during the Roman period. We will also be looking back at the Iron Age and considering the difference that the Romanisation of Britain made.

## Think like a Responsible Citizen

In PSHE we will focus our learning around the question: **What should I do in an emergency?** We will be discussing how to keep safe if an emergency does occur. Towards the end of the term we will be thinking about: **How can we empathise with others?** In this we will be focusing on how to overcome goals and how to empathise with others if faced with a difficult situation.

## Think like an Athlete

Our focus in PE for this term will be athletics, where we will be learning how to throw, jump and sprint with increasing speed and accuracy. We then move onto learning about Drumba: how to use the drum pads, how to hold the drum sticks and what each beat means.