

History:

- Create an early times timeline of the Stone, Bronze and Iron ages.
- Carry out research using non-fiction texts, websites and our own timeline.
- Learn about how bronze and later iron materials were created and their advantages.
- Learn about prehistoric burial mounds, including Stonehenge. Predict and mime what the monument may have been used for.

PE:

- Learning the rules to a team game and using tactics to
- Create Stone Age hunting dance routines.

RE:
Continue to locally agreed syllabus for RE.

Geography:

- Locate different areas within Great Britain and Europe where significant prehistoric sites have been found.
- Look at where different animals are from around the world.

Why are humans animals too? & Set In Stone

DT:

- Create animal sculptures.

Art:

- Create a sketches and collage of different animals.
- Look at and become familiar with early cave paintings from the Stone Age era in Britain and Europe.
- Start to plan our own Stone Age frieze, having researched and created our own paints from pigments.

Computing:

- Research different vertebrates and invertebrates.
- Create a Stone Age animal using a computer program.

MFL (German):

- Speaking some basic introductory sentences in German.

Music:

- Learning to sing new songs in rounds.
- Compose the opening to a piece of music to accompany Stone Age hunters.

Literacy

Reading

- Read *Three Billy Goats Gruff* in literacy lessons.
- Read *Hansel and Gretel* in afternoon comprehension.
- Guided reading texts depending on groups.

Writing

- Creating story maps, imitating a story and then innovating stories.
- Creating Year 3 toolkits.

Grammar

- Learning to use fronted adverbials in our writing.

Speaking & Listening

- Talk for Writing.

Numeracy (Singapore Maths)

Number

- Working on place value, competently recognising and partitioning three digit numbers.
- Adding and subtracting three digit numbers with 1-digit, 2-digit and 3-digit numbers.
- Recalling multiplication facts (x4, x8)
- Practise recognising and ordering number to 1000.

Measurement

- Telling the time using analogue clocks.

Geometry

- Recognise and describe 3-D shapes in different orientations.

Science

Humans and Animals

- Learning about vertebrates, invertebrates and hydrostatic skeletons.
- Recognising a human skeleton and naming some bones in the human body.
- Recognising and naming some muscles in the human body.

Rocks

- Identifying and naming different rocks.
- Learning about the different uses of rocks.
- Experimenting with different to rocks.

