Summer 1
Learning in Year 3
Topic : Yorkshire

As Readers and Authors we will be:

- Focusing our reading and writing around the book 'Tuesday'.
- Writing our own sequel to 'Tuesday'
- Using a range of sentence openers, conjunctions (for example 'until',' nor' or 'so') and punctuation in their writing.
- Using speech, speech marks and remembering the rules of speech.

As Mathematicians we will be:

- Fractions – Unit and non-unit fractions, adding and subtracting fractions.
- Money – adding, subtracting, converting and finding change.

As Artists and Designers we will be:

- Learning about our Famous Artist Rickard Kitson.
- Exploring botanical art inspired by our artist.
- Creating our own botanical art.
- Expanding our knowledge of colour by looking at how colour has been used by some of the great artists.
- Exploring a range of techniques to create botanical and landscape art.

As Geographers and Historians we will be:

- Using different maps to locate our school and other local places including our homes.
- Looking at map reading, creating maps, following routes and rural against urban areas.
- Learning the counties of the UK using internet mapping
- Learning the history of our county.

As Musicians we will be:

- Thinking about how we can perform together and choreographing routines to fit the songs learnt, working towards a group performance.
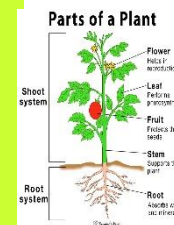- Performing a song in sign language.

As Athletes we will be:

- Continuing to practise our throwing and catching skills to incorporate these into the games we play.
- Focusing on athletics, running, throwing and jumping skills.

As Scientists we will be:

- Learning about plants.
- Identifying and describing the functions of parts of plants.
- Exploring the way in which water is transported in plants.
- Learning about pollination and seed dispersal.

As Members of our Community we will be:

- Learning to understand spirituality.
- Express views through music, visual arts and dance.

As Linguists we will be:

- Continuing to develop our fluency in the language covered so far.
- Practicing the colours, animals and numbers learnt so far and using these in phrases.

In computing

Creating branching databases using yes or no questions to sort objects. Exploring the purpose and effects of choices in simulations.