Year 3



You're an engineer, a scientist, a maker of men (Iron Men of course!). Explore the scientific world of forces, magnetism, metals and materials... expand your mind as you test and trial, build and move.

Maths:

This half-term we will be looking at multiplication and division. A large focus will be placed on multiplication facts and we will be practising our 3, 4 and 8 times tables.

Physical development: In our PE lessons the children will learn about invasion games.

Later on in the term, we will focus on passing and receiving with defenders.

English: The children will be learning the features of, and writing a non-chronological report about toys from the past. We will also be writing list poetry and finally the children will learn how to write a recount.



various metal objects make.

Computing: The children will be developing their keyboard skills and looking at

Music: We will be look at steel band music

and test out the notes and pitches that

Computing: The children will be developing their keyboard skills and looking at branching databases (sorting objects using yes or no questions).

Reading: Children are expected to read every day. The reading diary must be signed by an adult. The children should regularly be logging into BugClub to complete their comprehension.

RE: In RE we will be looking at Incarnation. We will discuss what a Gospel is, what water symbolises and linking the big story of the bible to the Trinity.

PSHE: In PSHE we will be celebrating differences. We will understand the importance of including others, learning that everyone is different and accepting others for who they are.

Science: The children will learn about forces. This includes pushes and pulls and being able to recognise forces acting on an object. We'll test and sort materials depending on whether they are magnetic or not. We will also investigate the strength of different magnets using force meters

Art & Design: The children will design a robot and construct it using a range of joining techniques. We will also decorate the robot and add an electric circuit to it.