

## Literacy

In Literacy we are building on the skills following on from Year 2. The children will start by creating setting and character descriptions using a stimulus to work alongside our history. We will then create a descriptive written text and poem to support our global citizenship curriculum.

## PE

This half term we will be focusing on Outdoor Adventurous Activities (OAA)

## PE Day – Monday

Please send children with their kit on a Monday and it can remain in school until Friday in case an additional PE session is added.

## Reading

Please read at home as much as you can to develop the children's love of reading. Books can be returned daily if your child has read. They will be asked questions about their book by an adult in school to consolidate their reading.

## Spellings

Spelling Books will be sent home weekly.

## ICT –

We will be focusing on coding, online safety and spreadsheets and how these can be used in the wider curriculum.

# Year 3 Autumn Term

## Science

Over the Autumn term we will focus on 3 different areas of science, animals including humans, rocks and plants – specifically looking at life cycles. We will be focusing on the scientist, Mary Anning.

# Pollution



## Maths

In the autumn term we will be focusing on number and place value skills, geometry, addition and subtraction and measure – specifically length and perimeter.

## History

Our History this half term is initially starting on Stone Age to Iron Age, here the children will learn about the first recording of man and how they developed through time. We will then move onto Ancient Egypt and what life was like for Ancient Egyptians.

## Geography

Through geography we will be learning about rivers. Local rivers such as the River Don to rivers in the wider world such as the Amazon River.

## Art/DT

In Art, we will be focusing on sculpture and painting where we will create a collaborative coral reef with a painted background and then focusing on textiles using the technique of weaving to create underwater art.

For DT we will be using levers and linkages to create a moving sea creature.