Creativity and Change

Science

⇒ Compare how things move on different surfaces
⇒ Notice that some forces need contact between two objects
⇒ Notice that some forces need contact between two objects, but magnetic forces can act at a distance
⇒ observe how magnets attract or repel each other and attract some materials and not others
⇒ compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials
⇒ describe magnets as having two poles
⇒ predict whether two magnets will attract or repel each other, depending on which poles are facing
⇒ Identify that humans and some other animals have skeletons and muscles for support, protection and movement.

History

⇒ Identify significant events and people from the past that are remembered today.

Geography

⇒ Define and begin to use the terms hemisphere and equator
⇒ Understand and use the 8 compass points

Art

⇒ To study and reflect on the work of an influential British artist—William Morris
⇒ To be able to create work in the style of William Morris

RSHE

⇒ Pupils can challenge gender stereotypes, understanding that there is not one way to be a boy or one way to be a girl
⇒ Pupils understand the right to protect their body from unwanted touch (PANTS)
⇒ Pupils can identify the difference between secrets and surprise, knowing when it is right to break confidence and share a secret

DT

⇒ Learn about Inventors, designers engineers, chefs and manufacturers who have developed groundbreaking products related to learning in year 3 (William Morris and the printing press)

Music

⇒ Comment on music using the terms tempo and beat
⇒ Begin to understand and recognise music style, genre and context
⇒ Invent simple rhythmic and melodic sequences.
⇒ Improvise short patterns using the voice and tuned and un-tuned percussion.

Computing

⇒ To use technology to develop their understanding of how computers and technology works and how computers process instructions and commands