CARDINAL NEWMAN CATHOLIC PRIMARY SCHOOL YEAR 3 TERMLY OVERVIEW – SPRING 2020



Week	Events	R.E.	PHSE	English	Maths	Science	History	Geography	Art	DT	Music	Computing	PE	MFL - French
6 th Jan	Ephiany	Introduce	Reflection	Cold task	Multiplicatio	Scientists and		Mountains -	Colour	Using	Introduc	Scratch	Ruby -	Hello
	Mass	topic	on the	and	n and	Inventors -		How a	mixing	malleable	tion to	Computer	Games	and
	(6th	'Journeys'	year that	retelling	Division	Plant Hunters		mountain is	skills,	materials	composi	Programm	Topaz -	goodbye.
	January)	The	has passed	the story				made and	underst	to create a	ng -	ing.	Gymnas	Casual
	Yr 3,	liturgical		with				understandi	anding	3D	glockens	-	tics and	greetings
	meet the	year A		actions.				ng different	primary	dragon.	piel.	Use a	Games .	
	parents	journey						types of	colours		Focus on	paint tool		
	(8th	through a		The				mountains.	to		pulses.	to create		
	January)	year		Cobbler					make		-	characters		
				and the					second			and		
				Dragon.					ary			backgroun		
				_					colours.			ds.		
13 th Jan	Life Bus	Seasons	Life Bus –	Imitation -		Scientists and		Mountains -	Develo	Investigat	Composi	Scratch	Ruby-	Asking
	(TBC)	of a	(Healthy	Immersion	Multiplicatio	Inventors -		Mountain	р	e and	ng and	Computer	Swimmi	question
	Ruby -	Church's	Living/Men	of text and	n and	Marie Curie		ranges in	artistic	analyse an	Improvis	Programm	ng &	s?
	Swimmi	year	tal Health)	retelling	Division			the UK and	texture	existing	ing -	ing.	Games	How are
	ng	Ordinary		the story				Europe.	S	product.	focus on		Topaz-	you?
	(every	Time		through				Locate	needed	Link to	dynamic	Use a	Gymnas	7
	week			various				using map	to draw	Literacy	s,	paint tool	tics	Where
	until			techniques,				work.	а	text and	timbre.	to create	&	do you
	23.03.20			including					dragon	use of		characters	Games	live?
)			developme					- link to	shoes		and		Howold
				nt of					Literacy	from the		backgroun		How old are you?
				dialogue.					text.	Cobbler.		ds.		are you:

20 th Jan		The feasts of our Lady The pilgrimage psalms	Dangers and strangers. The importanc e of making good decisions.	Innovation - Develop character description s and create new characters.	Multiplicatio n and Division	Scientists and Inventors - William Smith	Mountains - Identify features of a mountain, including summit, foot, valley, outcrop, ridge and slope.	Using pencil techniq ue, draw Smok the Dragon.	Using malleable materials to create a 3D dragon.	Composi ng and improvis ing - extendin g range of notes	Scratch Computer Programm ing. Plan and animation using storyboar d template.	Ruby- Swimmi ng & Games Topaz- Gymnas tics & Games	Nouns
27 th Jan	Topaz class mission week. Topaz Assembl y - 31.01.20	The Christian's life journey Reflection	Avoiding hazards	Innovation - Descriptive writing. Re- write elements of the text.	Money	Scientists and Inventors - Journey to the Centre of the Earth	Mountains - locate key mountain ranges of the world, using map work.	Develo p techniq ues learnt, using differen t strokes to paint Smok the Dragon.	Investigat e and analyse an existing product. Link to Literacy text and use of shoes from the Cobbler.	Composi ng and Improvis ing - focus on rhythms	Scratch Computer Programm ing. Plan and animation using storyboar d template.	Ruby- Swimmi ng & Games Topaz- Gymnas tics & Games	Numbers
3 rd Feb	Ruby class mission week. Ruby Assembl y - 07.02.20	Introduce topic ' <u>Listening</u> <u>and</u> <u>Sharing.</u> ' How we listen and share with others How people gather together	Communic ation and listening	Innovation - Descriptive writing. Re- write elements of the text.	Statistics	Scientists and Inventors - Electromagnet S	Mountains - understand and describe key mountain climates. Use of weather forecasting	Using malleab le materia ls to create a 3D dragon.	Using malleable materials to create a 3D dragon.	Composi ng and Improvis ing - using D,E,F,G, A.	Scratch Computer Programm ing. Create the program using scripted instruction s for graphic objects.	Ruby- Swimmi ng & Games Topaz- Gymnas tics & Games	Colours

10 th Feb		Giving glory to God (Gloria) The Liturgy of the Word	Reflecting on this half term so far. What could be improved? What went well?	Poetry Week.	Statistics	Scientists and Inventors - Electromagnet S		Mountain travel - positive and negative effects of tourism.	Investig ate and analyse an existing product . Link to Literacy text and use of shoes from the Cobbler	Investigat e and analyse an existing product. Link to Literacy text and use of shoes from the Cobbler.	Composi ng and Improvis ing - perform ance.	Scratch Computer Programm ing. Correct errors and algorithms and test for bugs.	Ruby- Swimmi ng & Games Topaz- Gymnas tics & Games	Classroo m objects
						HA	LF TERM							
24th Feb	CoTE - 28.02.20	Preparati on of the gifts The Eucharisti c Prayer	What did over the half term?	Cold task and retelling the story. Text -TBC	Measureme nt: Length and Perimeter	Introduce topic ' <u>Plants</u> ' Parts of a plant Needs of a plant	Ancient Egyptians - using a timeline understan d when the ancient Egyptians lived.		Collage and paintin g skills to create a sunset silhoue tte in Ancient Egypt.	Collage and painting skills to create a sunset silhouette in Ancient Egypt.	Ancient Egyptian s - rehearsa Is / introduc e instrume nts	Six Example Scratch Projects. Understan d and explain how the script works.	Ruby- Swimmi ng & Games Topaz- Dance & Games	Saying your Age.
2 nd March	Book Week	The Communi on Rite Reflection	Respecting others.	Imitation - Immersion of text and retelling the story through	Measureme nt: Length and Perimeter	Investigate how water is transported around a plant	Ancient Egyptians - develop knowledg e of how they lived,		Collage and paintin g skills to create a sunset	Collage and painting skills to create a sunset silhouette	Ancient Egyptian s - rehearsa Is / introduc e	Six Example Scratch Projects. Find and	Ruby- Swimmi ng & Games Topaz- Dance	Musical Instrume nts.

			1 1	various	1	1	using key	silhoue	in Ancient	instrume	correct	&	1
			1 1	techniques.	1	1	artefacts.	tte in	Egypt.	nts	errors.	Games	1
			1 1	1	1	1	1 /	Ancient				'	1
			1	1	1	1	1	Egypt.		!		'	1
9 th	ļļ		L	ا <u></u> ا	۱ ۱	+'	<u> </u>		<u> </u>			<u> </u>	<u> </u>
March		Introduce	Understan	Innovation	Measureme	Lifecycle of a	Ancient	Using a	Using a	Ancient	Six	Ruby-	Asking
1		topic	ding	1	nt: Length	flowering plant	Egyptians	range	range of	Egyptian	Example	Swimmi	and saying
		'Giving All'	contributio	1	and	1	1	of	learnt	S -	Scratch	ng &	how you
l		How we	ns to the	1	Perimeter	1	Tutankha	learnt	skills	rehearsa	Projects.	Games	are?
l		give	school/chu	1	1	1	mun and	skills	textile	ls /		Topaz-	1
		ourselves	rch life	1	1	1	Pharaohs.	textile	skills make	introduc	Explore	Dance	1
l		Lent as an	1 I	1 1	1	1	1 /	skills	a	e	creative	&	1
I		opportuni	1 1	1	1	1	1 /	make a	Tutankha	instrume	ways of	Games	1
1		ty for	1 1	1	1	1	1 /	Tutank	mun slide.	nts	improving	1	1
1		giving	1 1	1	1	1	1 '	hamun		 	programm	'	1
				1	1	1	1	slide.			e errors.	'	1
16 th		How to be	Helping	Innovation	Assessment	Investigating	Ancient	Using a	Using a	Ancient	Six	Ruby-	Asking
March	Assessm	giving. A	others	-	Week	what affects	Egyptians	range	range of	Egyptian	Example	Swimmi	about
	ent	new way	1 1	Descriptive	1	plant	1 - "	of	learnt	s -	Scratch	ng &	your
	Week	of living	1 1	writing.	1	germination	Gods.	learnt	skills	rehearsa	Projects.	Games	family
			1 1	1	1	1	1 '	skills	textile	ls /		Topaz-	1
	Inset		1 1	1	1	1	1	textile	skills make	introduc	Identify	Dance	1
	Day		1 1	1	1	1	1 '	skills	а	е	programm	&	1
	20.03.20		1 1	1	1	1	1	make a	Tutankha	instrume	e errors.	Games	1
			1 1	1	1	1	1 '	Tutank	mun slide.	nts		'	1
			1 1	1	1	1	1	hamun				'	1
			1	1	1	1	1	slide.					1
23 rd	Ruby -	How hard	Mental	Innovation	Number:	Leaflet to	Ancient	Using	Using 3D	Ancient	Six	Ruby-	Places
March	last	is it to be	health	-	Fractions	explain how to	Egyptians	3D	skills make	Egyptian	Example	Swimmi	and
	week of	totally	awareness	Descriptive		care for plants	-	skills	a popsicle		Scratch	ng &	activities
	swimmi	giving .		writing.	1		Mummies.	make a	and clay	rehearsa	Projects.	Games	1
	ng.	Jesus'	1 1	1	1	1	1	popsicl	Canopic	ls /	1.0,000	Topaz-	1
	9.	total	1 1	1	1	1	1	e and	mummies.	introduc	Practise	Dance	1
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			1 1	1	1	1	1 '	mummi		nts	through		1
			1 1	1	1	1	1	es.			logical	'	1
			اا	11		I'	1!					'	
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										thinking.		
30th March	How hard is it to be totally giving. Jesus' total giving.	Anit- bullying	Poetry Week.	Number: Fractions	Leaflet to explain how to care for plants	Ancient Egyptians - Hieroglyp hics.	Hierogl yphics writing of names.	Hieroglyph ics writing of names.	Ancient Egyptian s - perform ance	Six Example Scratch Projects. Practise solving problems through logical thinking.	Ruby - Games Topaz - Dance and Games .	Talk about likes and dislikes