

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 Mass (6th January) Yr 3, meet the parents (8th January)	Introduce topic ' <u>Journeys</u> ' The liturgical year A journey through a year	Reflection on the year that has passed	Cold task and retelling the story with actions. The Cobbler and the Dragon.	Multiplication and Division	Scientists and Inventors - Plant Hunters		Mountains - How a mountain is made and understanding different types of mountains.	Colour mixing skills, understanding primary colours to make secondary colours.	Using malleable materials to create a 3D dragon.	Introduction to composing - glockenspiel. Focus on pulses.	Scratch Computer Programming. Use a paint tool to create characters and backgrounds.	Ruby - Games Topaz - Gymnastics and Games .	Hello and goodbye. Casual greetings
13 th Jan	Life Bus (TBC) Ruby - Swimming (every week until 23.03.20)	Seasons of a Church's year Ordinary Time	Life Bus – (Healthy Living/Mental Health)	Imitation - Immersion of text and retelling the story through various techniques, including development of dialogue.	Multiplication and Division	Scientists and Inventors - Marie Curie		Mountains - Mountain ranges in the UK and Europe. Locate using map work.	Develop artistic textures needed to draw a dragon - link to Literacy text.	Investigate and analyse an existing product. Link to Literacy text and use of shoes from the Cobbler.	Composing and Improvising - focus on dynamics, timbre.	Scratch Computer Programming. Use a paint tool to create characters and backgrounds.	Ruby- Swimming & Games Topaz- Gymnastics & Games	Asking questions? How are you? Where do you live? How old are you?

20 th Jan		The feasts of our Lady The pilgrimage psalms	Dangers and strangers. The importance of making good decisions.	Innovation - Develop character descriptions and create new characters.	Multiplication and Division	Scientists and Inventors - William Smith		Mountains - Identify features of a mountain, including summit, foot, valley, outcrop, ridge and slope.	Using pencil technique, draw Smok the Dragon.	Using malleable materials to create a 3D dragon.	Composing and improvising - extending range of notes	Scratch Computer Programming. Plan and animation using storyboard template.	Ruby-Swimming & Games Topaz-Gymnastics & Games	Nouns
27 th Jan	Topaz class mission week. Topaz Assembly - 31.01.20	The Christian's life journey Reflection	Avoiding hazards	Innovation - Descriptive writing. Rewrite 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.	Develop techniques learnt, using different strokes to paint Smok the Dragon.	Investigate and analyse an existing product. Link to Literacy text and use of shoes from the Cobbler.	Composing and Improvising - focus on rhythms	Scratch Computer Programming. Plan and animation using storyboard template.	Ruby-Swimming & Games Topaz-Gymnastics & Games	Numbers
3 rd Feb	Ruby class mission week. Ruby Assembly - 07.02.20	Introduce topic ' <u>Listening and Sharing.</u> ' How we listen and share with others How people gather together	Communication and listening	Innovation - Descriptive writing. Rewrite elements of the text.	Statistics	Scientists and Inventors - Electromagnets		Mountains - understand and describe key mountain climates. Use of weather forecasting	Using malleable materials to create a 3D dragon.	Using malleable materials to create a 3D dragon.	Composing and Improvising - using D,E,F,G, A.	Scratch Computer Programming. Create the program using scripted instructions for graphic objects.	Ruby-Swimming & Games Topaz-Gymnastics & 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 - Electromagnets		Mountain travel - positive and negative effects of tourism.	Investigate and analyse an existing product . Link to Literacy text and use of shoes from the Cobbler .	Investigate and analyse an existing product. Link to Literacy text and use of shoes from the Cobbler.	Composing and Improvising - performance.	Scratch Computer Programming. Correct errors and algorithms and test for bugs.	Ruby-Swimming & Games Topaz-Gymnastics & Games	Classroom objects
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HALF TERM

24 th Feb	CoTE - 28.02.20	Preparation of the gifts The Eucharistic Prayer	What did over the half term?	Cold task and retelling the story. Text -TBC	Measurement: Length and Perimeter	Introduce topic ' <u>Plants</u> ' Parts of a plant Needs of a plant	Ancient Egyptians - using a timeline understand when the ancient Egyptians lived.		Collage and painting skills to create a sunset silhouette in Ancient Egypt.	Collage and painting skills to create a sunset silhouette in Ancient Egypt.	Ancient Egyptians - rehearsals / introduce instruments	Six Example Scratch Projects. Understand and explain how the script works.	Ruby-Swimming & Games Topaz-Dance & Games	Saying your Age.
2 nd March	Book Week	The Communion Rite Reflection	Respecting others.	Imitation - Immersion of text and retelling the story through	Measurement: Length and Perimeter	Investigate how water is transported around a plant	Ancient Egyptians - develop knowledge of how they lived,		Collage and painting skills to create a sunset	Collage and painting skills to create a sunset silhouette	Ancient Egyptians - rehearsals / introduce	Six Example Scratch Projects. Find and	Ruby-Swimming & Games Topaz-Dance	Musical Instruments.

				various techniques.			using key artefacts.		silhouette in Ancient Egypt.	in Ancient Egypt.	instruments	correct errors.	& Games	
9 th March		Introduce topic 'Giving All' How we give ourselves Lent as an opportunity for giving	Understanding contributions to the school/church life	Innovation	Measurement: Length and Perimeter	Lifecycle of a flowering plant	Ancient Egyptians - Tutankhamun and Pharaohs.		Using a range of learnt skills textile skills make a Tutankhamun slide.	Using a range of learnt skills textile skills make a Tutankhamun slide.	Ancient Egyptian s - rehearsals / introduce instruments	Six Example Scratch Projects. Explore creative ways of improving programme errors.	Ruby-Swimming & Games Topaz-Dance & Games	Asking and saying how you are?
16 th March	Assessment Week Inset Day 20.03.20	How to be giving. A new way of living	Helping others	Innovation - Descriptive writing.	Assessment Week	Investigating what affects plant germination	Ancient Egyptians - Gods.		Using a range of learnt skills textile skills make a Tutankhamun slide.	Using a range of learnt skills textile skills make a Tutankhamun slide.	Ancient Egyptian s - rehearsals / introduce instruments	Six Example Scratch Projects. Identify programme errors.	Ruby-Swimming & Games Topaz-Dance & Games	Asking about your family
23 rd March	Ruby - last week of swimming.	How hard is it to be totally giving . Jesus' total giving	Mental health awareness	Innovation - Descriptive writing.	Number: Fractions	Leaflet to explain how to care for plants	Ancient Egyptians - Mummies.		Using 3D skills make a popsicle and clay Canopic mummies.	Using 3D skills make a popsicle and clay Canopic mummies.	Ancient Egyptian s - rehearsals / introduce instruments	Six Example Scratch Projects. Practise solving problems through logical	Ruby-Swimming & Games Topaz-Dance & Games	Places and activities

												thinking.		
30 th 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 - Hieroglyphics.		Hieroglyphics writing of names.	Hieroglyphics writing of names.	Ancient Egyptians - performance	Six Example Scratch Projects. Practise solving problems through logical thinking.	Ruby - Games Topaz - Dance and Games .	Talk about likes and dislikes