

**CARDINAL NEWMAN CATHOLIC PRIMARY SCHOOL**  
**YEAR 3 TERMLY OVERVIEW – SPRING 2022**



Week	Events	R.E.	PHSE	English	Maths	Science	History	Geography	Art	DT	Music	Computing	PE	MFL French
3 <sup>rd</sup> Jan	Y2 and Y3 Epiphany Production	Introduce topic ' <u>Journeys</u> ' The liturgical year A journey through a year	Reflection on the year that has passed	<u>The Cobbler and the Dragon.</u>  Cold task and retelling the story with actions.	Multiplication and Division	<u>Light</u>  What is light?		Mountains - How a mountain is made and understanding different types of mountains.	Quentin Blake – Illustration techniques		The Magical World of Harry Potter  Glockenspiel	We are Programmers (Scratch)	Dance  Invasion Games - Basketball	New Year Traditions : La fete des Rois  Numbers to 12.
10 <sup>th</sup> Jan		<u>Journeys</u>  Seasons of a Church's year Ordinary Time	Dangers and strangers. The importance of making good decisions.	<u>The Cobbler and the Dragon.</u>  Imitation - Immersion of text and retelling the story through various techniques, including development of dialogue.	Multiplication and Division	<u>Light</u>  How do we see things?		Mountains - Mountain ranges in the UK and Europe. Locate using map work.	Printing techniques		The Magical World of Harry Potter  Glockenspiel	We are Programmers (Scratch)	Swimming  Invasion Games - Basketball	Identify classroom objects
17 <sup>th</sup> Jan	Topaz Mission Week	<u>Journeys</u>  The feasts of our	Healthy Living/Mental Health	<u>The Cobbler and the Dragon</u>  Innovation - Develop	Multiplication and Division	<u>Light</u>  Mirror Mirror		Mountains - Identify features of a mountain, including summit, foot,	Printing techniques		The Magical World of Harry Potter  Glockens	We are Programmers (Scratch)	Swimming  Invasion	Identify colours and describe an object's colour

		Lady The pilgrimage psalms		character descriptions and create new characters.				valley, outcrop, ridge and slope.			piel		Games - Basketball	
24 <sup>th</sup> Jan	Ruby Mission Week	<u>Journeys</u>  The Christian's life journey Reflection	Avoiding hazards	<u>The Cobbler and the Dragon</u>  Innovation - Descriptive writing. Rewrite elements of the text.	Money	<u>Light</u>  Investigation of reflective materials		Mountains - locate key mountain ranges of the world, using map work.	Patterns in the environment		The Magical World of Harry Potter  Glockenspiel	We are Programmers (Scratch)	Swimming  Invasion Games - Basketball	Say your age
31 <sup>st</sup> Jan	Life Bus Workshop	Introduce topic ' <u>Listening and Sharing.</u> ' How we listen and share with others How people gather together	Mental health awareness	<u>The Cobbler and the Dragon.</u>  Innovation - Descriptive writing. Rewrite elements of the text.	Statistics	<u>Light</u>  Shadow investigation		Mountains - understand and describe key mountain climates. Use of weather forecasting	Patterns in the environment		The Magical World of Harry Potter  Glockenspiel	We are Programmers (Scratch)	Swimming  Invasion Games - Basketball	Recognise and repeat classroom instructions
7 <sup>th</sup> Feb	Parents Evening  Safer Internet Day  Forest School	<u>Listening and Sharing</u>  Giving glory to God (Gloria) The Liturgy of the Word	Internet safety	Poetry Week.	Statistics	<u>Light</u>  Shadow puppets		Mountain travel - positive and negative effects of tourism.	Architecture focus		The Magical World of Harry Potter  Glockenspiel	We are Programmers (Scratch)	Swimming  Invasion Games - Basketball	Identify parts of the body

HALF TERM

<b>21<sup>st</sup> Feb</b>		<u>Listening and Sharing</u>  The Communion Rite Reflection	What did you do over the half term?	Talk for Writing Non-fiction information text	Measurement : Length and Perimeter	<u>Plants</u> Understanding the process of germination	Ancient Egyptians - using a timeline understand when the ancient Egyptians lived.			<u>Moving Monsters</u>  To investigate a variety of familiar objects that use air to make them work	Ancient Egyptians - rehearsals / introduce instruments	We are Bug Fixers (Scratch)  Spotting and Fixing off-by-one bugs	Swimming  Net / Racket Games - tennis	Describe eyes and hair appearance
<b>28<sup>th</sup> Feb</b>	Book Week  Ash Wednesday	Introduce topic 'Giving All' How we give ourselves Lent as an opportunity for giving	Respecting others.	Talk for Writing Non-fiction information text	Measurement : Length and Perimeter	<u>Plants</u> To investigate the conditions which affect healthy plant growth	Ancient Egyptians - develop knowledge of how they lived, using key artefacts.			<u>Moving Monsters</u>  Making simple pneumatic systems.	Ancient Egyptians - rehearsals / introduce instruments	We are Bug Fixers (Scratch)  Spotting and fixing performance bugs	Swimming  Net / Racket Games - tennis	Recognise days of the week
<b>7<sup>th</sup> Mar</b>	Topaz Mini Olympics	<u>Giving All</u> How to be giving.	Understanding contributions to the school/church life	Talk for Writing Non-fiction information text	Measurement : Length and Perimeter	<u>Plants</u> The functions of different parts of flowering plants	Ancient Egyptians - Tutankhamun and Pharaohs.			<u>Moving Monsters</u>  Ideas for creating moving monsters	Ancient Egyptians - rehearsals / introduce instruments	We are Bug Fixers (Scratch)  Spotting and fixing multi-thread bugs	Swimming  Net / Racket Games - tennis	Describe a character
<b>14<sup>th</sup> Mar</b>	Wisley Trip  INSET DAY  National Science Week  Assessmen	<u>Giving All</u> A new way of living	Helping others	Leaflet to explain how to care for plants	<b>Assessment Week</b>	<u>Plants</u> Investigate the way in which water is transported within plants	Ancient Egyptians - Gods.			<u>Moving Monsters</u>  Design a monster with a moving pneumatic	Ancient Egyptians - rehearsals / introduce instruments	We are Bug Fixers (Scratch)  Spotting and fixing conceptual	Swimming  Net / Racket Games - tennis	Identify animals and pets

	t week									system	nts	bugs		
<b>21<sup>st</sup> Mar</b>	Assessment week	<u>Giving All</u> How hard is it to be totally giving. Jesus' total giving	Communication and listening	Persuasive writing	Number: Fractions	<u>Plants</u> Providing transpiration in plants	Ancient Egyptians - Mummies.			<u>Moving Monsters</u> Make a monster with pneumatic parts	Ancient Egyptians - rehearsals / introduce instruments	We are Bug Fixers (Scratch)  Spotting and fixing arithmetical bugs	Swimming  Net / Racket Games - tennis	Recognise and use numbers to 20
<b>28<sup>th</sup> Mar</b>	“Holy Week” in school  Art Week  End of Term 01.04.22	<u>Giving All</u> How hard is it to be totally giving. Jesus' total giving.	Anti-bullying	The Art of writing	Number: Fractions	<u>Plants</u> To know how plants adapt to different environments	Ancient Egyptians - Hieroglyphics.			<u>Moving Monsters</u> Evaluate the finished product	Ancient Egyptians - performance	We are Bug Fixers (Scratch)  Spotting and fixing resource bugs	Swimming  Net / Racket Games - tennis	Give someone's name