

Year Group: 3

Curriculum Overview

Spring 1 2021

English:

Narrative : Adventure Story

Books: Stone Age Boy Satoshi
Kitamura

The First Drawing -Mordicai

Gerstein

Art:

Observational sketches

From Stone Age Paintings

PE:

Competitive Games (football)

Develop strength, flexibility
and balance (yoga)

History

Stone Age

Looking at historical sources
and evidence

Recalling events beyond living
memory



Maths:

Multiplication and Division

(Re-cap 2, 5 and 10's)

(Start 3x, 4x, 8x tables)

RE:

Study Hinduism

IT:

Online Safety

Science:

Animals including Humans

Value: **Courage**

Learning Power: **Resilience/Tough Tortoise**

Persevering with tricky tasks, being absorbed in learning, managing distractions



Value: **Co-operation**

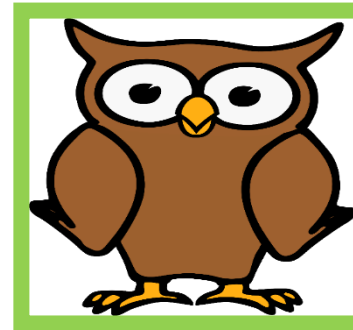
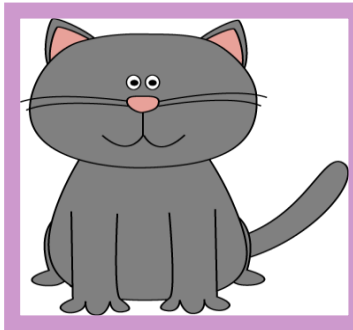
Learning Power: **Reciprocity/Team Bee**

Collaborating with others, empathy and listening, imitating/constructively adopting ideas

Value: **Curiosity**

Learning Power: **Resourcefulness /Curious Cat**

Asking questions, making links between learning, imagining, using resources



Value: **Confidence**

Learning Power: **Reflectiveness/Reflective Owl**

Planning what resources are needed and how to approach tasks, revising, reviewing and editing, distilling/learning from experience

The Learning Pit

Learning should be challenging - it should make you think and take you out of your comfort zone. The Learning Pit encourages learners to take risks, use their learning powers and understand the power of perseverance. There is no "I can't" just "I can't yet.."

