

# Year Three Curriculum Overview Spring 2 Term 2022



## History / Geography

### Intent

To understand what is unique about the Mediterranean.

### Sequence of lessons

- 1:What's on the map? Bird's eye view on Europe.
2. Is Europe a proper continent? Is the Mediterranean a proper sea?
3. What's so special about the Mediterranean?
4. Zoom in on Italy: A country of Cities and Regions.
5. Zoom in on Bolognese – A city of Education and a City of Food. Everyday Life in Bologna.

### Composite outcome

The children will produce a travel video advertising the Mediterranean as the perfect destination.

### Impact

The children will be able to give 10 good reasons why the Mediterranean is so special.

## Religious Education

### Intent

To explore what kind of world Jesus wanted

### Sequence of lessons

1. explore bible stories
2. understand Jesus's teachings
3. understand what churches do to make the world better
4. imagine a day in the life of a church Leader
5. consider what everyone can do to make our world better
6. explore the type of world Jesus wanted

### Composite outcome

The children will have a greater understanding of how Christians try to show love for all, including how Christian leaders try to follow Jesus' teaching in different ways

### Impact

children make a poster showing what type of world Jesus wanted to create

## Science Amazing magnets

### Intent

Develop an understanding of forces and magnetism through investigations.

### Sequence of lessons

- 1) May the Force be with you! Investigate the amount of force needed to move a toy vehicle on different surface.
- 2) Acting Forces. Experiment with magnetism, investigating how some forces can act without contact.
- 3) Magnetic Attraction. Test and classify materials as magnetic or non-magnetic.
- 4) Poles Apart. Explore how magnets behave towards each other in a variety of different exciting challenges.
- 5) Magnetic Fun Time. Work in a group to devise a magnetic game or challenge for visitors to a science fair
- 6) All the Fun of the Fair. Time to test your exhibits!

### Composite outcome

Devise a magnetic game or challenge for visitors to a science fair.

### Impact

Children will discover how magnets attract or repel each other and attract some materials and not others.

## Computing

### Intent

To introduce the children to a range of techniques that can be used to create a stop-frame animation

### Sequence of lessons

- 1 Can a picture move? - create their own animations in the style of flip books
2. Frame by frame-study a stop-frame animation using a tablet.
3. What's the story? -create a storyboard for their own stop-frame animation
4. Picture perfect- create stop-frame animations.
5. Evaluate and make it great!- try to improve their animation based on their feedback.
6. Lights, camera, action!- add other media and effects, such as music and text.

### Composite outcome

Children will create their own stop-frame animation using iMotion..

### Impact

The children will understand that animations are a series of still images stitched together to create a motion video

## Art

### Intent

To introduce the idea of drawing music

### Sequence of lessons

1. imagining and drawing their instrument.
2. add some extra detail. add some extra detail. Cut out instruments gathering together, appointing a conductor and hearing the whole mythical orchestra play
3. Hearing drawings, seeing sounds-drawing in response to music
4. Observational drawings of musical instruments.
5. A Cheerful Orchestra- draw a picture of themselves playing an instrument.

### Composite outcome

The children will combine an exploration of both drawing and music

### Impact

The children will draw a self-portrait of themselves with an invented instrument, to create a colourful and original orchestra.

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## Design Technology Linked to History

### Intent

Using a range of sculptural techniques plan and build clay portrait busts..

### Sequence of lessons

1. To investigate the Roman army and significant Romans who influenced and made the army great. Through historical artefacts.
2. Explore and discuss busts as an art form begun by the Greeks and developed by the Romans, looking particularly at facial expressions.
3. Develop ideas for their sculpture.
4. Create a relief model of a 'fierce' bust.

### Composite outcome

Children create their own portrait bust in clay

### Impact

Children will appreciate that the style and expression of Roman busts reflects the power and position of the Roman army

within Roman culture

## PSHE Dreams and Goals

### Intent

Children will be able to identify something they did well in a learning challenge and identify something they want to improve.

at.

### Sequence of lessons

1. Dreams and Goals
2. My dreams and ambitions
3. New Challenge  
Puzzle Outcome: Garden design/decoration
4. Our New Challenge Puzzle  
Outcome: Garden design/decoration
5. Our New Challenge -  
Overcoming Obstacles.  
Puzzle Outcome: Garden design/decoration
6. Celebrating My Learning  
Assessment Opportunity

### Composite outcome

Children create their own garden of dreams and goals

### Impact

Children have a greater awareness of their strengths and use this to design clear steps to help them improve.

## Music

### Intent

Children will learn to play a few key notes on the recorder and compose simple music notation.

### Sequence of lessons

### Composite outcome

Give a short performance of the recorder songs they have learned to their parents.

### Impact

Children are confident playing the notes A, C, G and B and can create a simple composition using these notes.

## Spanish

### Intent

children will be introduced to ten animals in Spanish.

### Sequence of lessons

To be introduced to 5 animals in Spanish  
3. To revise the five animals from last week and learn the next five animals in Spanish.  
4. To consolidate and retain all ten animal nouns with a variety of memorising activities  
5. To learn how to write the new words by looking closely at the spellings through a variety of activities

### Composite outcome

Be able to have a brief conversation about their favourite animal in Spanish with a partner.

### Impact

Remember the words for at least five animals in Spanish unaided. And attempt to spell at least three animals correctly in Spanish