Maths – Number – Multiplication & Division	English	Science – Light
recall multiplication & division facts for	Read books that are structured in	recognise that we need light in order to
multiplication tables up to 12 × 12; use	different ways & read for a range of	see things and that dark is the absence of
place value, known & derived facts to	purposes	light; notice that light is reflected from
multiply & divide mentally, including:	Using the rich text 'The Roman Soldier's	surfaces; recognise that light from the sun
multiplying by 0 & 1; dividing by 1;	Handbook' as a source of inspiration,	can be dangerous and that there are
multiplying together three numbers;	write for a range of purposes including	ways to protect our eyes; recognise that
recognising & using factor pairs &	poetry, play writing, story writing and	shadows are formed when the light from
commutativity in mental calculations;	newspaper reports; use a range of	a light source is blocked by an opaque
multiplying two-digit & three-digit	punctuation and cohesive devices; plan,	object; find patterns in the way that the
numbers by a one-digit number using	write, evaluate and edit writing and help	size of shadows change
formal written layout; solving problems	others to do the same	
involving multiplying & adding, including		
using the distributive law to multiply two		
digit numbers by one digit, integer scaling		
problems & harder problems		

History - The Roman Empire & its impact on Britain

investigate and interpret the past - use evidence to ask questions and find answers to questions about the past; suggest suitable sources of evidence for historical enquires; use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history; suggest causes and consequences of some of the main events and changes in history; understand chronology - place events, artefacts and historical figures on a time line using dates; understand the concept of change over time, representing this, along with evidence, on a time line; use dates and terms to describe events; build an overview of world history; describe changes that have happened in the locality of the school throughout history; give a broad overview of life in Britain from ancient until medieval times; compare some of the times studied with those of other areas of interest around the world; describe the social, ethnic, cultural or religious diversity of past society; describe the characteristic features of the past, including ideas, beliefs, attitudes & experiences; communicate historically I can use appropriate historical vocabulary to communicate, including: dates, time period, era, change, chronology; use literacy, numeracy and computing skills to a good standard in order to communicate information about the past

Design & Tech - Construction – Villas 3D - use a frame to provide stability & form; can use recycled, natural & manmade materials in imaginative ways to create sculptures Design - use different information sources; can use annotated sketches, lists & CAD (foldify); assemble & rearrange a range of materials & components to model ideas. Make - mark out & cut accurately using standard measures; use simple joining, shaping & finishing techniques to construct products; use tools with greater accuracy & control - saws, needles, knives; use materials with awareness to functional qualities and conservation. Evaluation - evaluate against design criteria – purpose, appearance, conservation of materials; consider the view of others to improve work.

swing & hang from equipment safely (using hands)

Art & Design - Technical Drawing Drawing use different techniques e.g. hatching, cross/ contour hatching, to create textures of objects seen, remembered or imagined; use a sketchbook to collect and develop ideas – annotate sketches/ collages to explain ideas; draw on different scales

PSHE - Healthy Me (Y3)

identify things, people & places that we need to keep safe from; tell of some strategies for keeping myself safe including who to go to for help; express how being anxious or scared feels; recognise when people are putting me under pressure & explain ways to resist this as necessary; identify feelings of anxiety & fear associated with peer pressure; explain what is meant by the term 'identity'.

aware of changing conditions and change plans if necessary.

Computing – 3.1 We are Programmers

To Code (using Scratch); Motion -use specified screen coordinates to control movement; Looks -set the appearance of objects and create sequences of changes; Sound - create and edit sounds; Control when they are heard, their volume, duration and rests; Draw - control the shade of pens; Events - specify conditions to trigger events; Control -use IF THEN conditions to control events or objects; Sensing – create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions); Variables & Lists -use variables to store a value; use the functions define, set, change, show and hide to control the variables; Operators – use the Reporter operators () + () () - () () * () () / () to perform calculations. Music - Lean on Me - soul/gospel, dimensions of music, musical learning, singing sing from memory with accurate pitch; sing in tune; maintain a simple part within a group; pronounce words within a song clearly; show control of voice; play notes on an instrument with care; perform with control & awareness of others; use the terms: duration, timbre, pitch, beat, tempo, texture & use of silence; evaluate music using musical vocabulary to identify areas of likes & dislikes; understand layers of sounds & discuss their effect on mood & feelings; develop an understanding of the history of music. R.E – The Easter Story (incl. Last Supper/Garden of Gethsemane) MFL – Our School Year understand the main points from spoken passages; ask others to present the key teachings & beliefs of a religion; refer to religious figures & holy books to explain answers; identify religious repeat words or phrases if necessary; ask and answer simple symbolism in literature & the arts; show an understanding that questions and talk about interests, take part in discussions and personal experiences & feelings influence attitudes & actions; tasks; demonstrate a growing vocabulary give some reasons why religious figures may have acted as they did; ask questions that have no universally agreed answers; discuss & give opinions on stories involving moral dilemmas. P.E – Gymnastics P.E – Outdoor Activities plan, perform & repeat sequences; move in a clear, fluent & arrive properly equipped for outdoor & adventurous activity; expressive manner; refine movements into sequences; show understand the need to show accomplishment in managing changes of direction, speed & level during a performance; risks; show an ability to lead & form part of a team; support travel in a variety of ways, including flight, by transferring weight others & seek support if required; show resilience when plans do to generate power in movements; show a kinaesthetic sense in not work and initiative to try new ways of working; use maps, order to improve the placement & alignment of body parts; compasses and digital devices to orientate themselves; remain