

### Y3 Spring 2

	<b>Week 1</b>	<b>Week 2</b>	<b>Week 3</b>	<b>Week 4</b>	<b>Week 5</b>	<b>Week 6</b>
<b>English</b>	Limericks, Riddles and Word Play. Read a variety of poems that are structured in different ways. Discuss words and phrases and how or why they have been used. Understand how limericks, riddles and tongue twisters work and how poets play with words. (Scholastic – Poetry Unit 3, Collins – Unit 12, Core Knowledge.)	Limericks, Riddles and Word Play. Use reading as a model for writing their own poems that play with words. Understand how they can use alliteration, rhyme, similes, homophones, word play to create different effects.	Non-chronological reports. Understand the difference between fiction and non-fiction. Locate information in non-fiction texts. Identify key ideas and key facts within a paragraph and a text. Know how to make brief notes. (Scholastic – Non-fiction Unit 1, Collins – Unit 3 and 11, Nelson Comprehension.)	Non-chronological reports. Use similar writing as a model for their own non-chronological report. Know how to turn notes back into sentences that make sense. Use organisational devices to help organise non-narrative writing.	Science Fiction Stories. Explore how authors create characters, settings and plots that include suspense in science fiction stories. Analyse science fiction stories to find features.	Science Fiction Stories. Take inspiration from their reading to create their own character, setting and events for a science fiction story.
<b>Vocab</b>	Limerick, riddle, tongue twister, word play, homophone, rhyme, free verse, alliteration, clues, free verse, pattern, rhythm, image, humour, language.	Limerick, riddle, tongue twister, word play, homophone, rhyme, free verse, alliteration, clues, free verse, pattern, rhythm, image, humour, language.	Non-chronological, notes, paragraph, heading, subheading, photograph, caption, label, diagram, title, information.	Non-chronological, notes, paragraph, heading, subheading, photograph, caption, label, diagram, title, information.	Science fiction, dilemma, problem, events, character, hero, space, alien, robot, peril, danger, mysterious, genre, author, setting, familiar, plot, realistic, fantastical, suspense, cliff-hanger.	Science fiction, dilemma, problem, events, character, hero, space, alien, robot, peril, danger, mysterious, genre, author, setting, familiar, plot, realistic, fantastical, suspense, cliff-hanger.
<b>GPS</b>	Revise use of basic sentence punctuation.	Recognise when to use commas in lists and to separate clauses.	Understand that paragraphs are a way to group related material. Recognise how headings and sub-headings can help to organise information.	Understand that paragraphs are a way to group related material. Recognise how headings and sub-headings can help to organise information.	Use and punctuate direct speech with inverted commas.	Use and punctuate direct speech with inverted commas.
<b>Spelling</b>	Read Write Inc Unit 8 – Words with the sh sound spelt ch. chef, charade, chalet, chute, machine, brochure, parachute, chandelier, moustache, pistachio.	Year 3 and 4 Statutory Spellings – build, decide, quarter, question, pressure, possess, possession, possible, appear, disappear.	Read Write Inc Special Focus 3 – The short i sound spelt y. Egypt, myth, pyramid, mystery, gym, gymnastics, syllable, cymbal, cygnet, mysterious.	Year 3 and 4 Statutory Spellings – bicycle, believe, favourite, caught, strange, remember, suppose, surprise, breath, breathe.	Read Write Inc Unit 9 – Adding the suffix -ion. action, collection, invention, construction, education, location, attraction, subtraction, correction, operation.	Year 3 and 4 Statutory Spellings – circle, certain, centre, century, medicine, notice, special, recent, bicycle, decide.
<b>Maths</b>	Number – Fractions. Recognise, find and write fractions.	Number – Fractions. Recognise, find and write fractions.	Number – Fractions. Recognise, find and write fractions. Use unit and non-unit fractions. Recognise and show equivalent fractions. Count up and down in fractions.	Measurement – Mass and Capacity. Measure and compare masses. Know and use the relationship between grams and kilograms.	Measurement – Mass and Capacity. Measure and compare masses. Add and subtract masses. Measure and compare capacities. Measure and compare volumes. Know and use the relationship between millilitres and litres.	Measurement – Mass and Capacity. Measure and compare capacities. Add and subtract capacities. Know and use the relationship between millilitres and litres.
<b>Vocab</b>	Fraction, part, whole, equal, numerator, denominator, half, halves, third, quarter.	Fraction, part, whole, equal, numerator, denominator, half, halves, third, quarter.	Fraction, part, whole, equal, numerator, denominator, half, halves, third, quarter, unit, non-unit, equivalent, equivalence.	Mass, weight, grams, kilograms, heavier, lighter, balance, scale.	Mass, weight, grams, kilograms, heavier, lighter, balance, scale, capacity, millilitres, litres, most, least, volume.	Scale, capacity, millilitres, litres, most, least, volume.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<b>History</b>	What did the Ancient Greeks believe about religion?	Why did the Ancient Greeks tell myths?	What are the Elgin Marbles and why are they important?	What were the Ancient Olympics like?	How did the Ancient Greeks influence how we live and learn today?	How did the Ancient Greeks change the world?
<b>Vocab</b>	Polytheistic, Mount Olympus, Zeus, Hera, Poseidon, Hades, Titans, Prometheus, fate.	Myth, mythology, explain, moral, hero, centaur, cyclops, sphinx, King Midas, Arachne the Weaver, Theseus, Minotaur.	Parthenon, Architecture, Athens, Acropolis, Elgin Marbles, possession.	Olympic, Olympia, Zeus, compete.	Legacy, influence, democracy, language, theatre, sports, arts, science, mathematics, medicine.	Legacy, democracy, warriors, empire, philosophy, architecture, Olympics, literature.
<b>Geography</b>	What are the countries located in Western Europe?	What is the climate like in Western Europe?	What is trade and what goods are traded in Western Europe?	What is France like?	What are the similarities and differences between London and Paris?	What are the similarities and differences between London and Paris?
<b>Vocab</b>	France, Germany, The Netherlands, Belgium, Switzerland, Austria, Paris, Berlin, Amsterdam, Brussels, Bern, Vienna.	Climate, temperate, extreme, rainfall, temperature, poles, average.	Trade, buying, selling, goods, crops, import, export.	France, Paris, Tricolore, Seine, Rhone, Eiffel Tower.	London, Big, Ben, Houses of Parliament, St Paul's Cathedral, London Eye, River Thames, London Underground, Shard, Paris, French, Louvre, Arc de Triomphe, Notre-Dame, Palace of Versailles, River Seine, Paris Metro.	London, Big, Ben, Houses of Parliament, St Paul's Cathedral, London Eye, River Thames, London Underground, Shard, Paris, French, Louvre, Arc de Triomphe, Notre-Dame, Palace of Versailles, River Seine, Paris Metro.
<b>Science</b>	What is a force?	What is friction?	What is magnetic force?	What are magnetic poles and magnetic fields?	How can we test the strength of magnets?	Can I demonstrate my understanding of forces?
<b>Vocab</b>	Force, push, pull, contact force, gravity, magnetism.	Force, friction, heat, reduce, increase.	Force, magnetism, magnet, metal, iron, lodestone.	North, south, attract, repel, push, pull, pole, magnetic field.	Magnetic force, strong, weak.	Gravity, magnetism, friction, push, pull.
<b>Art</b>	What is architecture? Can I design a relief tile?	How are line and symmetry used in the design of buildings? Can I use clay to make a relief tile?	What do architects use to inspire their designs? Can I paint my relief tile?	Can I recognise work by Gaudi and describe it? Can I design and create a mosaic?	Can I recognise work by Gaudi and describe it?	What do I know about architecture?
<b>Vocab</b>	Architecture, architect, frieze, in the round, relief, Parthenon, Ictinus, Callicrates.	Vertical, horizontal, diagonal, symmetry, asymmetry, pillar, column, Parthenon, Ictinus, Callicrates, St Paul's Cathedral, Christopher Wren.	Inspire, nature, Barcelona, Spain, mosaic, Sagrada Familia, Antoni Gaudi.	Tower, dome, stained glass, materials, Sagrada Familia, Antoni Gaudi, The Great Stupa.	Tower, dome, stained glass, materials, Sagrada Familia, Antoni Gaudi, The Great Stupa.	Architecture, architect, frieze, in the round, relief, vertical, horizontal, diagonal, symmetry, asymmetry, pillar, column, tower, dome, stained glass.

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<b>Music</b>	How does music help us get to know our community?	How does music help us get to know our community?	How does music help us get to know our community?	How does music help us get to know our community?	How does music help us get to know our community?	How does music help us get to know our community?
<b>Vocab</b>	Pulse, beat, rhythm, long, short, pitch, high, low, rising, falling, tempo, fast, slow, dynamics, loud, quiet, timbre, texture, structure, introduction, verse, chorus, minim, crotchet, quaver, rest, bar, stave, line, space, clef, pop.	Pulse, beat, rhythm, long, short, pitch, high, low, rising, falling, tempo, fast, slow, dynamics, loud, quiet, timbre, texture, structure, introduction, verse, chorus, minim, crotchet, quaver, rest, bar, stave, line, space, clef, pop.	Pulse, beat, rhythm, long, short, pitch, high, low, rising, falling, tempo, fast, slow, dynamics, loud, quiet, timbre, texture, structure, introduction, verse, chorus, minim, crotchet, quaver, rest, bar, stave, line, space, clef, rock.	Pulse, beat, rhythm, long, short, pitch, high, low, rising, falling, tempo, fast, slow, dynamics, loud, quiet, timbre, texture, structure, introduction, verse, chorus, minim, crotchet, quaver, rest, bar, stave, line, space, clef, rock.	Pulse, beat, rhythm, long, short, pitch, high, low, rising, falling, tempo, fast, slow, dynamics, loud, quiet, timbre, texture, structure, introduction, verse, chorus, minim, crotchet, quaver, rest, bar, stave, line, space, clef, soul.	Pulse, beat, rhythm, long, short, pitch, high, low, rising, falling, tempo, fast, slow, dynamics, loud, quiet, timbre, texture, structure, introduction, verse, chorus, minim, crotchet, quaver, rest, bar, stave, line, space, clef, pop, rock, soul.
<b>MFL</b>		Can I identify and name animals and pets?	Can I recognise and use numbers from eleven to twenty?	How do I give someone's name?	Can I use adjectives to describe someone?	

<b>Vocab</b>		Un chien (dog), un chat (cat), une tortue (tortoise), un lapin (rabbit), un oiseau (bird), une souris (mouse), un dragon (dragon).	Onze (11), douze (12), treize (13), quatorze (14), quinze (15), seize (16), dix-sept (17), dix-huit (18), dix-neuf (19), vingt (20).	Il s'appelle (he's called), elle s'appelle (she's called).	Grand/grande (tall), petit/petite (small), drôle (funny), sévère (strict), timide (shy).	
<b>PSHE</b>	Stereotypes Stink – RSE Solutions Lesson 4. What are gender stereotypes and how can we challenge them?	LORIC – Organisation Session 6. How can being systematic and organised support problem solving?	LORIC – Organisation Session 7. Why is having a plan important and how can I be creative if things change?	LORIC – Organisation Session 8. How do I make notes that are organised?	LORIC – Organisation Session 9. Can I work as part of a team?	LORIC – Organisation Session 10. What strategies can I use to organise my mind?
<b>Vocab</b>	Gender, stereotypes, similarities, aspirations.	Organisation, systematic, solution, problem, order, perimeter.	Organisation, plan, create, solution.	Organisation, notes, assist, support.	Organisation, roles, team, contribute, equal.	Organisation, mind, mind map, lists, brain break.
<b>RE</b>						
<b>Vocab</b>						
<b>Computing</b>	Can a picture move?	Can I create an effective stop frame animation?	Can I plan a story that could be created on screen?	Can I use onion skinning to help me make small changes between frames?	Can I evaluate and improve my animation?	Can I add other media to my animation?
<b>Vocab</b>	Animation, sequence, flip book.	Stop frame animation, frame, sequence, image, photograph.	Stop frame animation, setting, character, events, onion skinning.	Stop frame animation, onion skinning, consistency.	Stop frame animation, onion skinning, consistency, evaluation, delete, frame.	Stop frame animation, media, import, transition.
<b>PE</b>	Can I travel in different ways?	Can I create a sequence?	Can I create sequences involving symmetrical and asymmetrical balances, jumps and rolls?	Can I handle equipment safely and with control?	Can I land safely from a box or bench and perform a series of jumps?	Can I safely travel across wall bars and ropes and safely land from apparatus?
<b>Vocab</b>	Gymnastics, travel, heights, body parts, fluency, control.	Gymnastics, travel, heights, body parts, fluency, control, balance, jump, roll, sequence.	Gymnastics, travel, heights, body parts, fluency, control, balance, jump, roll, sequence, symmetrical, asymmetrical.	Gymnastics, travel, heights, body parts, fluency, control, balance, jump, roll, sequence, symmetrical, asymmetrical, space.	Gymnastics, travel, heights, body parts, fluency, control, balance, jump, roll, sequence, symmetrical, asymmetrical, space.	Gymnastics, travel, heights, body parts, fluency, control, balance, jump, roll, sequence, symmetrical, asymmetrical, space.
<b>DT</b>				Can I design a product that uses magnets?	Can I make a product that uses magnets?	Can I evaluate the product made using magnets?
<b>Vocab</b>				Magnets, attract, repel, magnetic, material, design.	Magnets, attract, repel, magnetic, material, design, make.	Magnets, attract, repel, magnetic, material, design, make, evaluate.