

English

Talk for Writing
Narrative - fantasy
Explanation Text

English through Theme
Setting descriptions
Film critiques

Poetry
River Story

Maths

As mathematicians:

We will measure accurately to the nearest cm/mm/m/l/km
Where have these animals come from?

We will collect data to inform our designs and inventions.

We will represent our data in a variety of ways. (Bar charts, Pictograms)

Science

Light

We will recognise that we need light in order to see things and that dark is the absence of light.
We will observe that light is reflected from surfaces.
We will recognise that light from the sun can be dangerous and that there are ways to protect their eyes.
We will recognise that shadows are formed when the light from a source is blocked by a solid object.
We will find patterns in the way that the size of shadows change.

Plants

We will identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers
We will explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant
We will investigate the way in which water is transported within plants
We will explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

Design and technology

As design technologists:

We will select from and use a wide range of construction materials, according to their functional properties to create our own sea creatures.

Made in Hull
What is lurking in the Deep?
Y3 Jan-Mar

History

As historians:

We will explore how The Deep has impacted Hull
We will research what was on Sammy's Point prior to The Deep
We will identify key buildings in Hull with regards to the fish trail

Art

As artists:

We will use a range of methods to create and decorate our own fish

Geography

As geographers:

We will use atlases, maps and globes to identify where various species originate from (countries and oceans)
We will use atlases and maps to identify other famous rivers and the creatures that live there

Computing

We are researchers

Music

As musicians:

We will learn and create our own sea shanties

R.E

3.2 Faith Founders
Who are the faith founders and what do they teach?

P.E

To be discussed

Creativity Driver

We will use imagination to design and make a creature to that could live under the sea to use in our own fish trail.

Social and Emotional Well-being Driver

We will learn about developing confidence and responsibility.

We will make the most of our abilities and learn about overcoming any difficulties.

Enterprise Driver

We will use creativity and innovation when we design our own trails.
We will use our problem solving skills when we create our inventions.

Basic Skills Driver

We will use our mathematical skills.
We will use our speaking and listening skills when we build ships in teams.
We will use our reading skills when we research.
We will use our writing skills when we create information and explanation texts.