

Extended Writing Opportunities

Non-fiction

Explanation (rocks)
Report (Stone/Iron Age people)

Story

Based around text, meeting a caveman?

Computing

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

PSHCE

What are the rules that keep us safe?

Importance of school rules for health and safety; hygiene routines; difference between appropriate and inappropriate touch; how to respond; keeping safe in local environment; how to get help in an emergency; people who help them stay safe

Science

Rocks

- Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties
- Recognise that soils are made from rocks and organic matter
- Describe in simple terms how fossils are formed when things that have lived are trapped within rock

Humanities

Focus: History

Changes in Britain from the Stone Age to the Iron Age – this could include: late Neolithic hunter-gatherers and early farmers. Late Bronze Age religion, technology and travel. Iron Age hill forts: tribal kingdoms, farming, art and culture

Year 3

Topic:
Rock 'n' Roll!

Term:
Autumn 1



Text(s):
Stig of the Dump

Hook



WHAT WOULD YOU DO
IF YOU MET A
CAVEMAN?

P.E

Invasion Games
Play competitive games modified as appropriate

R.E

How do Hindus worship?

Music

Listen with attention to detail and recall sounds with increasing aural memory

Creativity

Focus: Art

Create sketchbooks to record their observations and use them to review and revisit ideas

Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

MFL

Listen attentively to spoken language and show understanding by joining in and responding
Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
Engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help