St. Thomas' C.E. (VA) PRIMARY SCHOOL
Learning for life with Jesus

Year 3 Spring Term
LAND OF HOPE & GLORY

Science

Plants

- Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers
- 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
- Investigate the way in which water is transported within plants
- Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.

Working Scientifically

- Asking relevant questions and using different types of scientific enquiries to answer them
- Setting up simple practical enquiries, comparative and fair tests
- Making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers
- Gathering, recording, classifying and presenting data in a variety of ways to help in answering questions
- Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- Reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- Using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions
- Identifying differences, similarities or changes related to simple scientific ideas and processes
- Using straightforward scientific evidence to answer questions or to support their findings.

Computing

Programming - Probots

- To recognise similarities between the buttons on Beebots and Probots.
- To be able to use the LED display to view and change instruction sequences.
- Use sequence, selection and repetition in programs.
- Be able to program the Probot to move in a square.
- Be able to program the Probot to move in L, T and H shapes.
- Design, write and debug programs that accomplish specific goals.

Writing Programs

- Design, write and debug programs that accomplish specific goals.
- Use Purple Mash 'Fun With Fish' to control a simulation.
- To program a character to move right.
- To simultaneously move another character in another direction.
- Add extra characters to basic program, including instructions on where to move.
- Use Purple Mash 'Air Traffic' to control a simulation.
- To drag instructions into programming window.
- Add the variable 'When Clicked' into a program.
- Use Purple Mash 'Logo' to control a simulation.
- Understand the abbreviations for forward (Fd), back (Bk), left (Lt), right (Rt).
- Be able to select and input the instructions into the programming window.
- Select an appropriate value for movement.
- Draw simple shapes on the Logo grid using own and given instructions.

Design & Technology

- Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.

History

A Local Study of Stoke-On-Trent

- A depth study of the local area.
- A study over time tracing how several aspects of national history are reflected in the locality.

Geography

Comparative Study of Land Uses in Great Britian

- Human geography – settlement & land use – city case study, coast case study & farm case study – compare places.
- Land use patterns including changes over time.
- British mountains, rivers and coasts.
- UK countries and major cities.
- Local Study – Field Work & Sketch Maps
- Fieldwork – Observe, Measure & Record Local
- Environmental Regions
- Physical & Human Characteristics

Physical Education

Invasion Games - Bench Ball

- Use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

Net & Wall Games - Badminton

- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

Music

- **Violins –** Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.

Languages

- L'alphabet
- Les couleurs colours
- Les jours et les mois- Mon anniversaire, days of the week and the months, talking about your birthday

Religious Education

Incarnation

- Identify the difference between a 'Gospel' and a letter.
- Explore baptism and the Trinity.
- Explore how Christians show their beliefs.
- Make links between the Bible and the idea of God.

Gospel

- Identify what a Gospel is – telling the story of the life and teaching of Jesus.
- Make links between the calling of the first disciples and how Christians today follow Jesus.
- Discuss what Jesus' actions towards a leper might mean for Christian.
- Make simple links between Bible texts and the Gospel (Good news).

Art & Design

Skill – Drawing

- Using a sketch book to record explorations and experimentations with different media.
- Able to solidify infill shapes with colour pencils.
- Able to discuss own work and that of others.

Skill – Painting

- To be able to lighten and darken with the use of black and white.
- Using sketchbooks to store information on colour mixing, brush marks etc.
- Able to use a brush to produce marks appropriate for work.
- Using language appropriate to skill.

Skill – 3D

- Able to discuss own work and work of others.
- Using language appropriate to skill.

Skill – Printmaking

- To use the equipment and media with increasing confidence.
- Using language appropriate to skill.
- Able to discuss own work and that of others.