



# Millbrook Long Term Plan - Year 3

Autumn Exhibit (Where do we come from?) Spring Exhibit (Healthy: Mind, body and soul) Summer Exhibit (Beach life)



**The Reflection Room (RE)**  
 Sacred Books/ Festivals of Light  
 Beliefs about God/ Easter  
 Qualities of religious leadership/ Worship

**The Room of Wellbeing (PSHE)**  
 All Year – My feelings and Staying Safe  
 Friends and Family  
 Healthy Mind/Citizenship  
 Growing Body

**Global Connections (MFL)**  
 Sing and play Spanish rhymes and games.  
 Communicate using simple Spanish phrases.  
 Participate in a Spanish immersion day

**Artefact Collection (History)**  
 Changes in Britain from Stone Age to Iron Age  
 Britain's settlement by the Anglo Saxons (local history link)  
 Viking and Anglo-Saxon struggle for the kingdom of England

**Around the World (Geography)**  
 The world, Atlases, Globes and weather  
 Human Geog -Investigate UK natural resources  
 The United Kingdom, Settlements, Land use, Comparing and contrasting 2 different locations  
 Physical Geog- Coasts and Mountains  
 Using simple maps and aerial photos

**The Gallery (Art)**  
 Exploring observational drawing, colour mixing, collage and print with inspiration from pre-historic Art and Fauvists  
 Mixed Media, drawing and Large scale pieces- Looking at Da Vinci, Basquiat and Human Form  
 Sculpture and 3D- clay skills-(Bernard Leach link), joining and construction skills, Beach & environmental art.

**Meet the Maker (DT)**  
 Mechanical Systems - Pneumatic Toys. Children investigate pneumatics, then design and make a moving prehistoric beast.  
 Food – Eating Seasonally. Children investigate where food comes from, then design and make seasonal tarts.  
 Structures – Constructing a Castle. Children investigate 3D shapes and nets, then design and make their own castle.

**Technology Expo (Computing)**  
 Creating Media – Desk top Publishing  
 Networks and Data Representations- Systems and Networks  
 Data – Branching Databases  
 Programming-Sequencing in Music  
 Creating Media – Animation  
 Programming – Events and Actions

**The Research Lab (Science)**  
 Rocks, soils and Fossils/Light  
 Animals including humans  
 Forces-Magnets  
 Plants-parts and functions

**Significant People (Past & Present)**  
 Mary Anning  
 Matisse and the Fauvists  
 Martin L King/Mother  
 Theresa/Da Vinci  
 Joseph Dalton Hooker  
 Bernard Leach

**The Library (Class Readers)**  
 Stone Age Boy  
 How to Skin a Bear  
 Pebble in My Pocket  
 Race to the Frozen North  
 The Accidental Prime Minister  
 There's a Viking in my Bed  
 Suitcase Kid

**Philosophical Exhibit (Extended Writing)**  
 Story Writing based on Stone-Age Boy  
 Instructions and Poetry  
 Essay-Was life really so bad in the stone-age?  
 Diary Entry  
 Persuasive Manifesto  
 Essay-Surely its healthier to be a vegetarian?  
 Viking style Saga  
 Non-Chronological report  
 Essay- How did the Viking invasion affect the UK today

**The Garden (Outdoor Opportunities)**  
 Stone-Age activities; outdoor cooking and gathering.  
 Elnup Woods  
 Outdoor Adventurous Activities  
 Art outside- beach and environmental sculpture

**The Music Lounge (Music)**  
 African Drums  
 Samba Drums  
 Easter Presentation  
 Xylophones  
 Listening, Appraising and singing takes place throughout all terms

**Active Space (PE)**  
 Invasion games/ gym/ net and wall games  
 Dance/ gym/ invasion games  
 Athletics/ Outdoor and Adventurous /  
 Striking and Fielding

**The Gift Shop (Trips & enrichment)**  
 Llandudno Copper Mines- Stone Age  
 St Annes Church  
 Crosby Beach- Art, Geography, science focus

**Year 3**  
 Museum of Long Term Knowledge