



The Shevington Federation

Year 3 Medium Term Plan – Summer Term

Class Reader: The Accidental Prime Minister

The Big Question: What were the great achievements of the Ancient Greeks?

Class Trip: TBC

Significant People: **History:** Alexander the Great, Socrates, Plato, Aristotle; **DT:** Omari McQueen

Perspectives Explore Share a story Investigate Connections Resilience Creative expression Enterprise Justify

LEVEL

3

GEOGRAPHY

Building Locational Knowledge: Europe

- What are the countries of Europe?
- Master the countries of Northern and Western Europe.
- What are the physical features of Europe?
- What are some of Europe's most important human characteristics?
- What are the key differences between the physical features and human characteristics of England and Greece?



HISTORY

Ancient Greece

- How was Ancient Greece organised?
- Why do we know so much about Ancient Greece?
- What was the Golden Age of Greece?
- What was Athenian democracy?
- What did the Ancient Greeks believe in?
- Who were the Ancient Greek philosophers?
- Who won the Peloponnesian wars?
- Why was Alexander so great?



LEVEL

2

ENGLISH

Non-fiction: Letter - The Gardener

Poetry: I Asked a Little Boy Who Could Not See

Fiction: Narrative: The True Story of the Three Little Pigs



MFL

Spanish: Clothes and Weather

- Naming items of clothing
- Describing clothes using colours
- Describing clothes with sizes and styles
- Saying if you are hot and cold
- Weather nouns and verbs



LEVEL

1

SCIENCE

Animals, including humans

- 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 plant
- explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal



DESIGN & TECHNOLOGY

Cooking and Nutrition: Eating Seasonally

- Understand fruits and vegetables grow in different countries based on their climates.
- Know that seasonal fruits and vegetables grow in a given season.
- Understand that eating seasonal fruit and vegetables positively affects the environment.
- Design a tart recipe using seasonal ingredients.



COMPUTING

Jam Coding – Events and Actions in Programs

- Children experiment with moving and sizing sprites, before designing and coding their own maze tracing program,

Data and Information: Branching Databases

- Children will develop their understanding of what a branching database is and how to create one.



Perspectives Explore Share a story Investigate Connections Resilience Creative expression Enterprise Justify

V

LEVEL

MUSIC

Percussion: Xylophone



- Play European music.
- Link pitch to musical notes.
- Use the vocabulary: base, harmony and melody.
- Sing in a 2-part harmony.
- Improvise.

ART

Medium focus: Working with shape & colour



Focus artist: France Hatch, Anna Atkins

Finished piece: Cyanotype whole class display

- Explore how artists make art from natural materials around them, such as pigments from plants, the ground, and sunlight.
- Understand how materials can be transformed through my actions.
- Reflect upon artists work, share responses and listen to the response of others.
- Use the sketchbook to collect ideas and experiment.
- Make a finished piece, which might be part of a larger class artwork.

LEVEL

RE

What is worship?



- To explain what worship is and why it is important to believers.
- To gain knowledge and understanding of the main features of Christian worship.
- To identify holy days in other religious traditions.
- To gain knowledge and understanding of the Church building and its features, their functions and symbolism.

What qualities do leaders of religions demonstrate?

- To gain knowledge and understanding of the qualities of a good leader and consider how they are demonstrated by the leaders/founders of different world faiths.

PSHE

Economic Wellbeing



Focussing on money management

Transition

Taking opportunities when they are presented.

Being adaptable in life.

Taking responsibility.

LEVEL

Games

Outdoor and Adventurous

Develop and refine problem solving skills.
Solve simple challenges.
Observe what they and others have done.

Striking and Fielding. Delivered by a specialist coach.

Be able to throw a range of implements with greater control, accuracy and efficiency.
Work independently and in groups being able to take turns and work in different roles.
Watch a partner's performance and be able to identify the main strengths and weaknesses.



MATHS

Fractions B

- Add and subtract fractions. Unit and non-unit fractions of a set of objects.

Money

- Converting pounds and pence. Add and subtract money. Finding change.

Time

- Roman numerals to 12. Units of time – days, hours, minutes, seconds. Time to the nearest five minutes, then minute. Digital clock, use of a.m. and p.m. Solve problems involving time, including durations.

Shape

- Turns and angles. Types of lines. 2-D shapes. 3-D shapes.

Statistics

- Collect, represent and interpret data - pictograms, bar charts, two-way tables

