Click here to view curriciulm knowledge:

https://www.potterhanworth.lincs.sch.uk/early-years-and-ksl-2-national-curriculum/

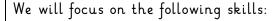
English

Writing

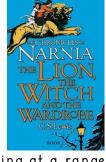
- Non-Fiction: Newspaper (based on Flood by Alvaro F Villa)
- Setting Description (based on The Lion, The Witch and The Wardrobe)
- Poetry (based on Oracy skills)
- End of Year 3 writing.

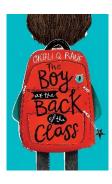
Reading

Throughout the Summer Term, we will finish 'The Boy at the Back of the Class'. Alongside this, we will be also looking at a range of genres including: narratives, non-fiction texts linked to our big question and our history topics, poems and song lyrics.



- Read with increasing accuracy and fluency.
- Compare the language choices the author has made to convey information over a range of non-fiction texts.
- Draw on inferences and justify with evidence from the text.
- Justify personal preferences for writers and types of text, whilst comparing books from similar authors.
- Make predictions based on details stated and implied.







Maths

<u>Year 3</u>

Measurement - Capacity, Time and Money

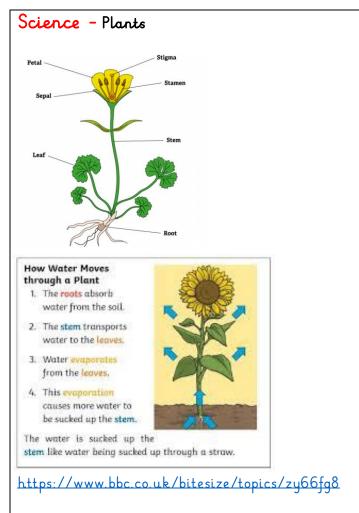
- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g);
 volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- · add and subtract amounts of money to give change, using both £ and p in practical contexts
- tell and write the time from an analoque clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use
 vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight
- know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events [for example to calculate the time taken by particular events or tasks].

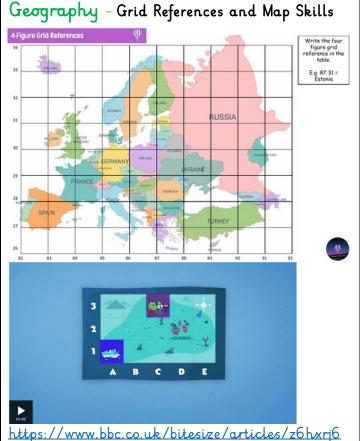
Fractions:

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- compare and order unit fractions, and fractions with the same denominators recognise and show, using diagrams, equivalent fractions with small denominators
- recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- add and subtract fractions with the same denominator within one whole [for example, 5/7 + 1/7 = 6/7]

Time:

- tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight
- · know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events





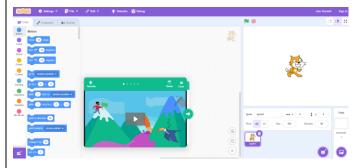
History - Local Study (RAF History)



https://www.visitlincoln.com/things-to-do/history-heritage/aviation-history/

Is Change Important?





https://scratch.mit.edu/projects/editor/?tutorial=getStarted

Art & Design - Clay Modelling



https://www.bbc.co.uk/teach/class-clips-video/articles/zd28qp3

Religious Education -

Do you have to believe in God to be good?

https://humanists.uk/

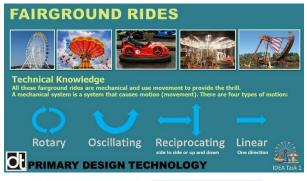


People of God



https://bibleforchildren.org/languages/english/s tories.php

Design Technology - Fairground

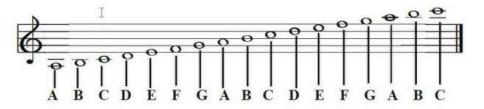






https://www.youtube.com/watch?v=E5d-HKI7Q3k

Music - Notation and Composition



Tuned Instruments



Samba and African Drumming



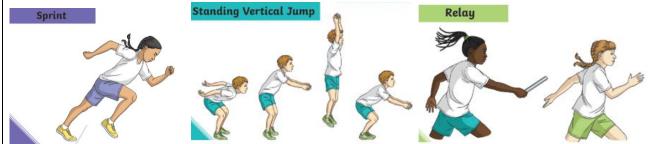
Click here to view key knowledge

Personal and Social, Health Education (PSHE) - Fire Safety



Free resources you may wish to access at home: https://www.ldecision.co.uk/resources/kids-zone

Physical Education - Athletics and OAA



Athletics - Sprint & Distance Run Video https://www.youtube.com/watch?v=tFOZiI a zE

