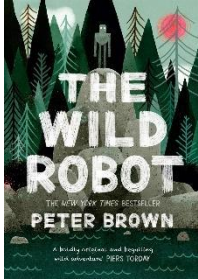


All Things Great and Small – Year 3 Spring 1

School Trip: Zoolab Visit		Exit Point: See Spring 2 Plans	School Value: Resilience	The Arts: Creating Iron Age shields	
		<u>Art and Design</u> To explore designs of Iron Age Britain To create an Iron Age shield LI: to use a variety of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines LI: to mix colours effectively	<u>Music</u> Weekly singing assemblies. Charanga Scheme of Learning Oak Academy Lessons.	<u>PSHE – (PSHE Association Thematic Model Planning)</u> Context - Belonging to a community Media literacy and digital resilience Money and work	
<u>Science</u> Context - Animals Including Humans LI: To explain the different ways that plants and animals obtain food. LI: To explain the difference between food groups and nutrient groups. LI: To explain what the right type and amounts of nutrition for human beings as well as some of the consequences related to eating the wrong kind of diet. LI: To identify the similarities and differences between animals based on their diets. LI: To use the scientific names for the main bones in the human body and some other animals and explain how the skeleton supports and helps the body to move. LI: To identify the pros and cons of different skeleton types.		<u>Physical Education</u> Context - Gymnastics L.I. To understand the technique how to execute a straddle jump. L.I. To understand the technique how to execute a pike jump. L.I. To understand the technique how to execute a tuck jump. L.I. To create a sequence of movements and jumps.		<u>Spanish (Language Angels)</u> Seasons - To say talk about our favourite season in Spanish (6 lessons) L.I. To name, recognise and remember all four seasons in Spanish. L.I. To say what our favourite season is in Spanish. L.I. To say why it is our favourite season in Spanish. L.I. To start to recognise and use the conjunctions 'y' (and) & 'porque' (because) in our spoken and written responses.	
<u>Computing (Purple Mash)</u> Context- 3.1 - Coding L.I. To understand what a flowchart is and how flowcharts are used in computer programming. L.I. To understand that there are different types of timers and select the right type for purpose. L.I. To understand how to use the repeat command. L.I. To understand the importance of nesting. L.I. To design and create an interactive scene.		<u>History – History in Britain/Technology</u> LI: To understand the reason why technology changed LI: To understand the significance of technological advances LI: To understand the impact of changes in technology LI: To identify the changes in Britain through time		<u>Religious Education (Living Difference IV)</u>	