

## English

Books - BFG, The Tear Thief

To develop sentence structure using a range of conjunctions.

To sequence events using adverbials.

To recognise the features of an instruction text.

To write a set of instructions.

To create a character fact file.

To describe a character and setting.

To build tension using repetition.

To write a fantasy narrative.

To recognise statements, questions and commands.

To write in past perfect tense.

To write an informative letter.

To write a diary entry

## Topic

Anglo Saxons

To identify who the Anglo-Saxons were and why they invaded.  
To read maps and identify where the Angles, Jutes and Saxons came from.

To investigate how the Anglo-Saxons used the land.  
To identify the features of an Anglo-Saxon settlement.

To investigate Anglo-Saxon runes.

To learn about key Anglo-Saxon figures (Alfred the Great) and how they helped to introduce Christianity.



### Year 3 Spring 1 and 2

### Let the Battle Commence!

Believe ~ Learn ~ Grow

## Maths

**Multiplication and division:** To multiply 2 digits by 1 digit - no exchange.

To multiply 2 digits by 1 digit - with exchanges.

To divide 2 digits by 1 digit.

To divide 100 in to 2, 4, 5 and 10 equal pieces.

**Money:** To count in pence and pounds.

To convert between pence and pounds.

To add and subtract money.

**Statistics:** To read and interpret pictograms, tallies and bar charts.

To draw pictograms, tallies and bar charts.

**Perimeter and length:** To calculate the perimeter.

To measure in m and mm.

To compare lengths.

**Fractions:** To recognise half, quarters and thirds.

To recognise unit and non-unit fractions.

To count in fractions including tenths.

To find fractions of a set of objects.

To place fractions on a number line.

## R.E

Diwali - Would celebrating Diwali at home and in the community bring the feeling of belonging to a Hindu child?

Salvation - Why do Christians call the day Jesus died 'Good Friday'?

## Value & PSHE

To understand the value of Perseverance and Justice.  
To think about dreams and goals and healthy bodies.

## Computing

To plan, direct and edit a movie.  
To use social media safely

## PE

Skip to the beat - Skipping  
Mighty Movers - Running  
Boot Camp - Circuits  
Multi-skills - balance and flexibility

## Music

Building - To understand how music can be organised in layers.  
To create music with pitch notation.  
Ancient Worlds - To perform a song cycle and an ostinato.

## Science

Light - To recognise how light travels and reflects.

To understand where light comes from.

To understand how shadows are formed.

Forces and Magnets -

To identify that some forces need contact between two objects.

To understand how magnets attract and repel.

## Art/DT

Textiles - To use a running stitch.

To join pieces of material together.

To sew an Anglo Saxon coin purse.

Shells structures - To design a 3D shell structure.

To build an Anglo-Saxon house.

## French

To identify classroom objects.  
To learn months, years and birthdays.