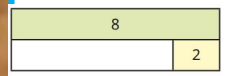
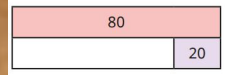
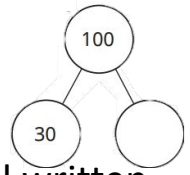
Year 3 – Through the Ages Stone to Iron Age

Maths **Addition and Subtraction** – We will build on our knowledge of adding two-digit numbers and work towards calculating with three-digits. For this area of maths we need number bonds to 10 in order to apply this to our new learning.

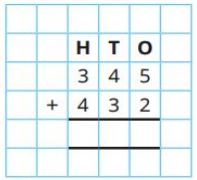






Children will learn to use the formal written method to add and subtract 3-digit numbers.



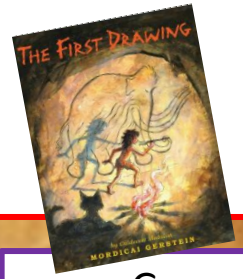


Multiplication and Division

Children will be learning their 3, 4 and 8 times tables and investigating how to use arrays to support multiplication.

English This term we will be immersed in the Stone Age reading the text 'Stone Age Boy'. We will be looking carefully at its language and layout so that we are ready to write our own versions using a similar style and expressive descriptions of Stone Age life. Later this term we will be learning how to write a letter to the Natural History museum using persuasive language features.

We will be reading:





Grammar and Punctuation
https://rb.gy/e9zdeg

Helpful websites:
https://play.ttrockstars.com/
https://numbots.com/
https://www.timestables.co.uk/
Top Marks Maths
https://rb.gy/mqenmg

In **French** we will continue our work on numbers and then learn to recognise a range of classroom instructions in french and how best to respond to them. Later we will be learning to say and recognise different colours.

Science – Animals, Including Humans

We will learn that animals, including humans, need the right types and amounts of nutrition and that they cannot make their own food; they get nutrition from what they eat.



Vertebrates Invertebrates

We will also learn how to identify that humans And some other animals Have skeletons and Muscles for support, protection and movement.



Year 3 – Through the Ages - Stone to Iron Age

History – The Stone Age to the Iron Age

Children will embark on an exciting journey through prehistory — from people hunting and gathering in the Stone Age, through the invention of farming in the Bronze Age, all the way to the bold Iron Age and the arrival of Celtic communities. They will discover how people lived, how they changed their tools and homes, and how we know what they did through the work of archaeologists.





Our work this term aims to build a sense of history, change, and curiosity. The children will start to understand *why* people did things, *how* they changed their lives, and *what we can learn* from that.







Computing - Coding with Scratch Learning Loops

Children will develop their coding skills by learning about loops. Children will use visual coding blocks within the online programming platform, Scratch, to write algorithms.. Children will have the opportunity to test their code and debug as required. Children will be encouraged to apply Their knowledge and skills in a final project to create a simple catching game.



PE Invasion Games This unit will teach the children about fundamental principles such as keeping possession and teamwork. They will learn attacking and defending and skills such as dodging and defending.

Swimming The children will enjoy lessons at Flitwick pool. They will learn different stroke techniques along water safety including how to enter the pool safely and ways in which they can develop buoyancy. Children will be taught in ability groups.

Religious Education



How do festivals and worship show what matters to a Muslim?

We will focus on Islam and look at how key festivals and acts of worship (ibādah) help show what is important to Muslims (their beliefs, their values, their relationship with God and their community).

We will make connections between our learning about being a Muslim and our own lives so that we can ask thoughtful and reflective questions.

Design Teachnology



Children will become young kite-technicians!

They'll dive into designing, making and testing their very own kite — learning how things like shape, materials and structure help a kite soar high. They will discover what a kite is, how it works, and then design, construct and evaluate their own flying creation.