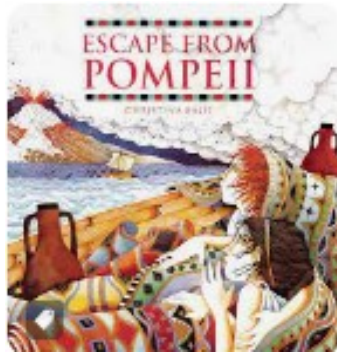


English

Reading

- Retrieve answers from a text.
- Practise inference skills.
- Understand the meaning of new vocabulary.
- Summarise and order events.



Writing

- Group related ideas into paragraphs.
- Using a range of different sentence openers.
- Use all of the punctuation learnt.
- Use adverbs and use vocabulary with suffixes in writing (e.g. ness, ly, less)
- Join letters in handwriting correctly.
- Edit and improve writing.

Science

- Explore what **forces** are.
- Compare and understand how things move on different surfaces.
- Explore **magnetic forces**.
- Investigate magnetic materials.
- Understand how magnets **attract and repel**.
- Predict how magnets will react using scientific vocabulary.

Year 3 - Summer 1

How did the Romans build an empire?



Art

- Use small mosaic tiles to create a coaster.
- Use patterns based on Roman mosaics.
- Design beforehand and evaluate afterwards.

Additional key vocabulary: symmetry, patterns, review, reflect, evaluate.

Computing

- Know what a database is.
- Evaluate the effectiveness of a branching database.
- Understand the importance of analysing data.

Maths

- Measure in litres and ml.
- Measure in kg and g.
- Solve measuring problems.
- Add and subtract fractions.
- Recognise equivalent fractions.
- Calculate fractions of number/set of objects.
- Count money £ and p.
- Add amounts and give change.
- Convert £s and p.
- Continue to revise addition and subtraction column methods.
- Continue to revise 3,4 and 8 times tables and corresponding division facts.

RE

- Understand the story of **Pentecost**.
- How is it represented in different artworks.
- How is the **Holy Spirit** important?
- What does the Kingdom of God look like?

Additional key vocabulary: ascension, hallowed.

PE

- Develop sprinting technique and improve personal best.
- Develop changeover technique in relay racing.
- Develop jumping technique in a range of approaches and take off positions.
- Develop throwing for distance and accuracy.

Music

- Know how changes in **tempo, dynamics and texture** can create effects in music.
- Develop a **graphic score** considering dynamics, tempo and texture.
- Use the inter-related **dimensions** to create effect.
- Select and combine skills learned to create a piece of music.

French.

- Days of the week.
- Parts of the body.