

Art— Egyptian printing, repeated patterns and 2 colour printing.

DT— Making pulleys to recreate the Egyptian pulleys which moved stone to make pyramids.

Music— K2M- weekly violin lessons.

PE—

Outdoor— Adventure team games and bench ball.

Indoor—Egyptian Dance and Gymnastics

PSHE— Y3/4

- Rules & School Values

RE— Y3/4

Worship—Symbols of faith

- Exploring the symbols, actions and gestures used in different religions.

SMSC and British Values.

Social— Y3/4 mix, circle times

Spiritual— RE, assemblies, class worship

Moral— School values

Cultural—Looking at Egyptian culture

British Values- voting for school and eco councillors, class rules, exploring different religions through RE

Challenge

Make an Egyptian artefact - pyramid, mummy, sphinx, papyrus, sarcophagus.

History—Asking questions, researching answers and presenting information on different aspects of Egypt using books, the Internet, photographs, artefacts. Chronology of Egypt on a timeline, looking at BC and AD.

Geography—

8 compass points including co-ordinate/direction work.

Science—

Rocks- excavation. What rocks were used to build the pyramids and why?

Light- in the shadow of the pyramids. Telling time using the sun.

Y3 AUTUMN 2015

Land of the Pharaohs

Entry Points

- Virtual flight to Egypt.
- Compass point games.

Visits/Events

- Meet the teacher
- Trip to Manchester Museum
- K2M concerts

ICT—

E safety- staying safe online

Word processing—changing size & font

Research—using the internet

Recording and editing audio

Creating branching databases

English Y3

Narrative

Settings- real and imaginary.

Poems to perform

Postcards/emails

Non-Fiction

Information texts/pamphlets

Maths Y3

Recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)

Add and subtract numbers mentally

Add and subtract nos with up to 3 digits, using formal

written methods of columnar addition and subtraction

Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them

Measure the perimeter of simple 2-D shapes

Recognise angles

Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number +/- 1, 10, 100