Art + DT– weaving wool through fingers, card/paper weaving of a portrait of kings and queens. Cross stitch a queens crown.

Music– K2M- weekly violin lessons.
Listening to Tudor music and discussing the timbre and tempo.

PE-
Outdoor– Ball handling skills, learning to throw and catch with accuracy, using different sized balls.
Indoor— Tudor dancing- dancing to Greensleeves/dancing in a circle.

PSHE
Thinking about people who help us and why we might need help. Learn where we can go if we need help.

RE
Celebrations and landmarks in different religions, including confirmation (Christianity), Bar Mitzvah (Judaism) and Upanayana (Buddhism).

SMSC and British Values.
Exploring the current British Monarchy and her family.
Learning about Kings and queens of the past in Britain.

History— Timeline of influential British kings and queens since 1066.
Exploring the causes and consequences of the main events that changed Britain's history from 1066 to present day.
Current British monarchy.
Geography— **(History based topic)**
Y3 Science-
Forces and magnets—observing magnetic forces, comparing how things move on different surfaces and identifying magnetic materials.
Plants- identifying the parts of a plant and describing their function, say what a plant needs to live and investigate how water travels around a plant.

Y3 Spring 2016

RULE BRITANNIA

Entry Points
- Each new king/queen to be assigned to a child who will be monarch for the week and give a speech!
- Monarch of week to wear a crown and sit on a throne in the classroom.

Visits/Events
- K2M concerts
- Ford Green Hall trip to learn more about Tudor life.

Challenge
Y3– Can you design/create a magnetic game about Kings and Queens?

English Y3

Adventure stories– Robin Hood
Letters– between Charles I and Oliver Cromwell (Civil War)
Recounts– Tudors
Poetry– movement poetry, Richard III (thinking about how he might have moved)
Book week!

Maths Y3

Counting in 10's and 100's (decades/centuries)
Tudor bar charts.
Word problems related to Tudor foods!

ICT-
Programming- Explore how to reorder a sequence of instructions using the roamers and text ease turtle. Learn how to program by using the repeat command.