# The Great Rivers of the East

Year 3 Summer 2



# **Geography: River Ganges**& Yangtze River

- To locate the countries of Asia using globes, maps and atlases
- To identify the physical features of Asia
- To identify the features of a river: source, mouth, delta, meanders, tributaries
- To use a map to follow the source of the Ganges to the mouth and the sea
- To understand the importance of the Ganges to the people who live along it
- To compare and contrast the features of the Ganges and the Yangtze

### **Science: Insects**

- To understand that insects can be helpful and harmful to people.
- o Helpful: pollination; products like honey, beeswax, and silk; eat harmful insects
- o Harmful: destroy crops, trees, wooden buildings, clothes; carry disease; bite or sting
- To identify the distinguishing characteristics of insects
- To understand the life cycles of insects, including
- To understand that most insects live solitary lives, but some are social (for example: ants, honeybees, termites, wasps)
- To investigate the life cycle of bees, how they fulfil different roles within the hive

# **English:**

# Reading: Cinnamon by Neil Gaiman

- make predictions about the themes and ideas in a story
- use emotive and persuasive language.
- create inferences about how a character is feeling
- describe the tiger using similes
- explore limericks
- Investigate mirroring motifs in the text

# Writing:

Poetry: Jim by Hilaire Belloc

To read, learn and perform the poem.

Fiction: The Colour of Home

- To write empathetically using emotive language.
- To write from a character's viewpoint. Fiction: Leon and the Place Between.
- create a list poem to describe the scene and create atmosphere.
- understand the effect of language on the reader.
- Use descriptive phrases.
- write a letter in role

Non-fiction: Fact file about Mo Farah

- Use features of an information text.
- Make choices about how the information is presented so it can be read easily by the reader.

#### **Mathematics:**

Mental: fluently recall 3,6,4 and 8 times tables and use in calculations

#### Number

- solve multiplication and division problems using a formal method.
- to divide using partitioning and grouping and identify a remainder.
- identify equivalent fractions.
- calculate change from amounts of money
- solve problems involving money in a practical context
- To be able to multiply varying amounts.
- to divide using partitioning and grouping and identify a remainder
- interpret data and use findings to solve a problem.

#### Measurement

- read the time to five minute intervals and convert digital/analogue time.
- To calculate duration of time

#### Shape and Space

- identify a range of angles and lines.
- To revise the properties of 2D and 3D shapes

#### Art:

- Mixed media of Indian elephants
- Make close observations of The Wave by Hokusai
- Learn to mix colour using paint.

# **DT:** Construction –Design and build a useable bridge Generate ideas for an item, considering its purpose and the user/s.

- · Plan the order of their work before starting.
- Explore, develop and communicate design proposals by modelling ideas.
- · Make drawings with labels when designing.
- Select tools and techniques for making their product.
- Measure, mark out, cut, score and assemble components with more accuracy.
- Work safely and accurately with a range of simple tools.
- Think about their ideas as they make progress and be willing to change things if this helps them to improve their work.
- Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment (including ICT).
- Evaluate their product against original design criteria – e.g. how well it meets its intended purpose.

### Music: Indian music and dancing –

- J'ai Ho
- Kathak dance
- To think about other performers and the audience while performing
- To sing in unison, becoming aware of pitch and an octave difference

# **Computing:** Programming – Events & Actions in Programming

- To explain how a sprite moves in an existing project
- To create a program to move a sprite in four directions
- To adapt a program to a new context
- To develop my program by adding features
- To identify and fix bugs in a program
- To design and create a maze-based challenge



## **Spanish:** Words relating to the passing of time.

- Days of the week
- Months of the year.
- Create a calendar
- Learn songs and rhymes relating to time.
- Use the correct words for before and after.

#### RE: What do Sikhs value?

- Guru Nanak Ji was the founder of Sikhism & he is not worshipped as a god
- 'guru' means 'teacher' and that there are ten gurus of Sikhism
- Sikhs believe that God is one (il Onkar) and present in all living things (Naam)
- Equality is very important in Sikh society
- Sikhs have special symbols which reflect Sikh identity, including the Five Ks the Sikh holy book is called 'Guru Granth Sahib Ji' and that Sikhs consider the content to be holy, not just the book
- Sikhs worship at home and at the Gurdwara
- that the three main duties of a Sikh are to 'Pray, Work and Give'

## **PSHE**: Health and Wellbeing

- Health choices and habits; what affects feelings; expressing feelings
- Personal strengths and achievements; managing and re-framing setbacks
- Risks and hazards; safety in the local environment and unfamiliar places

#### PE:

- Athletics: running, jumping and throwing.
- RealPE: Agility and Ball Chasing, Static Balance, Stance