



<b>Maths</b>	Numbers to 1000 Addition and Subtraction Multiplication and Division Further Multiplication and Division Mass	Length Volume Money Time Picture Graphs and Bar Graphs	Fractions Angles Lines and Shapes Perimeter
<b>Science</b>	Rocks – compare rocks and properties; fossils; soil formation Forces and Magnets – movement on surfaces (forces and magnetic forces); attract/repel; compare/group; polarity; predict attract/repel	Light – light/dark/sight; reflection; dangers of the sun; shadows; shadow size Human and Animals – nutrition; skeletons and muscles and their function	Plants – functions of plant parts; air/light/water/nutrients, water transportation; flower (pollination, seed formation and dispersal); life cycle
<b>Computing</b>	Class Democracy We Love Games	We are Publishers My First Program	Going for Gold Young Coders
<b>History</b>	Changes in Britain from the Stone Age to the Iron Age	The Achievements of the Ancient Egyptians	How does our region compare with others?
<b>Geography</b>	Where are we? What are volcanoes and earthquakes?	Where does water come from?	
<b>RE</b>	Ten Commandments	Baptism, Communion and Confirmation	Sikhism
<b>Art and Design</b>	We are Stone Age Painters	Sculpture: Egyptian Burial	Inspiration: Stormy Seas
<b>Design and Technology</b>	Designing a stone-age bag 2D Shape to 3D product	Creating a sarcophagus (Structures) Shell structures	Make a moving boat (Mechanisms) Pneumatics
<b>Music</b>	Let Your Spirit Fly (RnB)	Glockenspiel (Mixed Styles)	Bringing Us Together (Disco)
<b>PE</b>	Netball Gymnastics	Pyramid Dance Tag Rugby	Hockey Athletics
<b>PSHE</b>	How can we be a good friend? What are families like?	What keeps us safe? Why should we keep active and sleep well?	What makes a community? Why should we eat well and look after our teeth?
<b>RSE</b>	CWP – Y3 Lesson 3 Help and Support	CWP – Y3 Lesson 2 Personal Space CWP – Y3 Lesson 1 Body Differences	

<b>MFL – Mandarin, German</b>	German – Numbers to twenty	German - seasons	German- Days of the week
<b>Enrichment Experiences</b>	Visit from Professor Jim Stone Age Day workshop Class living museum	Create a wildlife box for nocturnal creatures and monitor using a night-vision camera.  Create a night-line to understand how humans can use other senses to survive	Trip to Birkenhead park – compare and contrast with New York’s central park.  Design and create their own entrance to the park.

