



Curriculum Half Termly Overview

Gods and Mortals

Year group - 3

Term - Spring 1



Wow moment:		
Meet Zeus-Trip to The Great North Museum		
English text types	SPAG	
<p>Core text: Greek Myths for Young Children - retold by Heather Amery.</p> <p>Week 1: Character profiles; Week 2: Diaries; Week 3: Instructions; Week 4/5: Myths and Legends; Week 6: Character descriptions.</p>	<p>Unit 3 Conjunctions</p> <ul style="list-style-type: none"> Express time, place and cause using conjunctions [for example, when, before, after, while, so, because]. <p>Unit 1 Adverbs</p> <ul style="list-style-type: none"> Using adverbs to express time and cause. Express time, place and cause using adverbs [for example, then, next, soon, therefore]. <p>Unit 2 Prepositions</p> <ul style="list-style-type: none"> Using prepositions to express time and cause. Express time, place and cause using prepositions [for example, before, after, during, in, because of]. 	<ul style="list-style-type: none"> Compound sentences (Coordination) using connectives: and/ or / but / so / for /nor / yet. Vary long and short sentences: Long sentences to add description or information. Short sentences for emphasis and making key points. Ellipses to keep the reader hanging on
Maths	Tables and Mental Maths	MFL
<p>Week 1-5: Number: Multiplication and Division. Week 6: Measurement: Money. Statistics covered in other areas.</p>	<p>x2, x5 and x10 tables. Plus once taught x3 and x4.</p>	<ul style="list-style-type: none"> Spanish - Unit 3 ¡Vamos a celebrar! (Celebrations)
Science	Computing	PSHE
<p><u>Linked investigations:</u> Why did Icarus fall from the sky?</p>	<ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. 	<ul style="list-style-type: none"> Resolve differences by looking at alternatives, making decisions and explaining choices.
		RE
		<ul style="list-style-type: none"> What can we learn about Christian symbols and beliefs by visiting churches?
Geography	History	PE
<ul style="list-style-type: none"> Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle. 	<ul style="list-style-type: none"> Learn about Ancient Greece - a study of Greek life and achievements and their influence on the western world. 	<ul style="list-style-type: none"> Use running, jumping, throwing and catching in isolation and in combination. Develop flexibility, strength, technique, control and balance (e.g. through athletics and gymnastics). Perform dances using a range of movement patterns. Boccia or New Age Kurling.
Art	D&T	Music
<ul style="list-style-type: none"> Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). Find out about great artists, architects and designers in history. 	<ul style="list-style-type: none"> Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing), accurately. 	<ul style="list-style-type: none"> Recorders.

