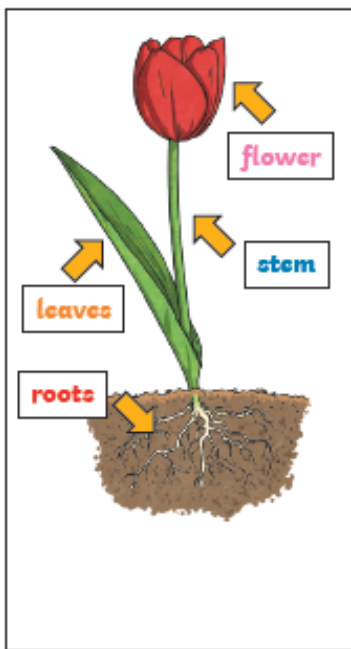




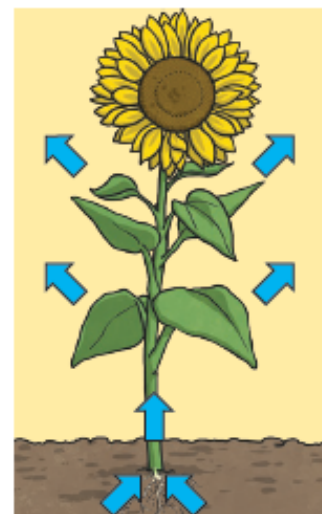
Topic	Science	Theme	Plants	Year Group	3
Key Question	What do plants need to grow?				

Key Vocabulary	
<b>roots</b>	These anchor the plant into the ground and absorb water and <b>nutrients</b> from the soil.
<b>stem</b>	This holds the plant up and carries water and <b>nutrients</b> from the soil to the <b>leaves</b> . A trunk is the <b>stem</b> of a tree.
<b>leaves</b>	These make food for the plant using sunlight and carbon dioxide from the air.
<b>flowers</b>	These make seeds to grow into new plants. Their <b>petals</b> attract <b>pollinators</b> to the plant.
<b>nutrients</b>	These substances are needed by living things to grow and survive. Plants get <b>nutrients</b> from the soil and also make their own food in their <b>leaves</b> .
<b>evaporation</b>	When a liquid turns into a gas.

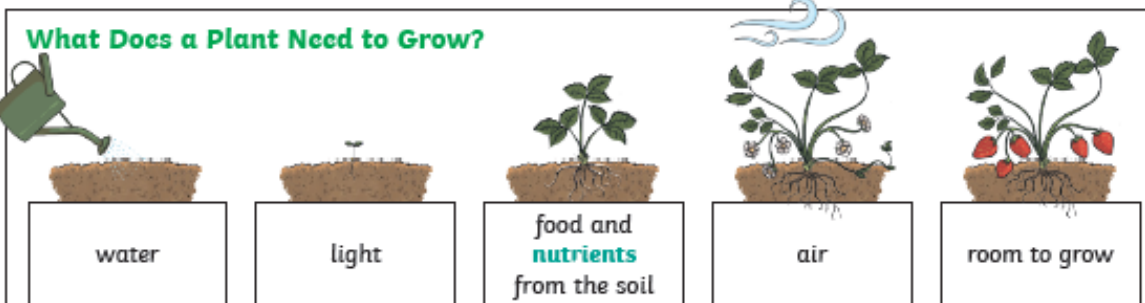


## How Water Moves through a Plant

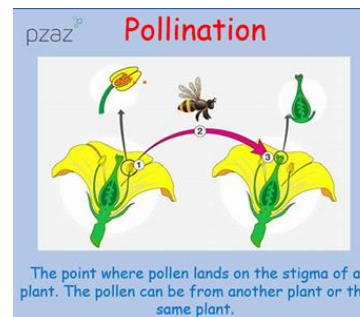
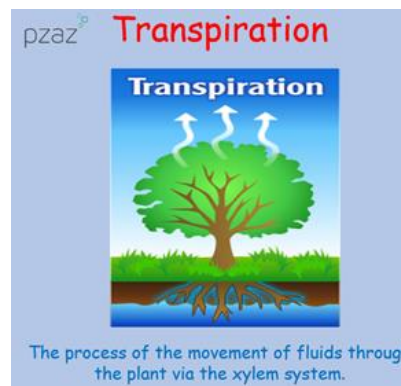
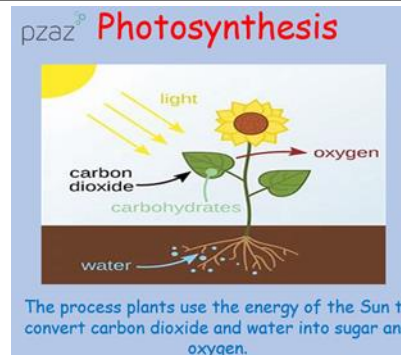
1. The **roots** absorb water from the soil.
2. The **stem** transports water to the **leaves**.
3. Water **evaporates** from the **leaves**.
4. This **evaporation** causes more water to be sucked up the **stem**.



The water is sucked up the **stem** like water being sucked up through a straw.



Different plants vary in how much of these things they need. For example, cacti can survive in areas with little water, whereas water lilies need to live in water.





Topic	Music	Theme	Ballads	Year Group	3
Key Question	Can I tell a story using a Ballad?				

Ballads are songs which tell a story. They can be in many styles, such as pop and musical theatre and were used in ancient times to carry news and legends across countries.



### Story mountain

Ballads tell a story and usually have a similar structure to stories.



**OPENING** - Describes the setting, introduces the characters.

**BUILD UP** - Excitement and tension grows, gives emotion.

**CLIMAX** - Major dilemma.

**RESOLUTION** - Characters find a route through their difficulties.

**ENDING** - Happily ever after.

### Vocabulary

**Ballad** A song which tells a story - similar to a poem.

**Compose** To create an original piece of music.

**Stanza** A short section of text, sometimes known as a verse in a song or poem.

**Solo** Performing alone.

**Ensemble** A small group of musicians who perform together.

**Expression** Making your thoughts or feelings known when reading, singing or performing.

**Lyrics** The words in a song.

**Chorus** Repeated section of music with the same tune and lyrics.

**Nonsense words** Words which have no meaning and are often used for filling time in songs - e.g. 'la', 'do', 'oooh'.



Topic Geography Theme Maps and Location

Year Group

3

Key Question Would you rather live in Purton or Swindon?

**Our locality - Where are we?**

We live in a town called Swindon, which is in the county of Wiltshire, in the South West of England.

**The South West**

The South West of the United Kingdom is made up of the counties Cornwall, Devon, Somerset, Wiltshire, Dorset and Gloucestershire.

**Places of significance within the South West**

- 1) Stonehenge
- 2) Land's End
- 3) The Eden Project
- 4) Longleat House
- 5) Salisbury Cathedral
- 6) Lacock Abbey

**Vocabulary**

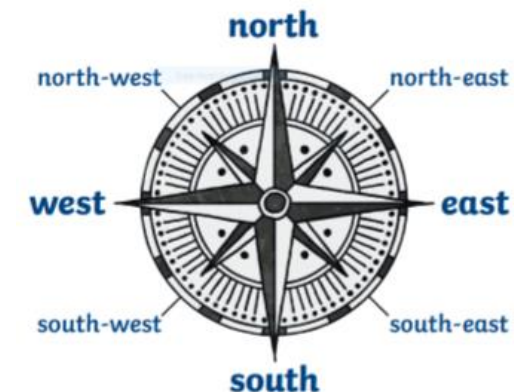
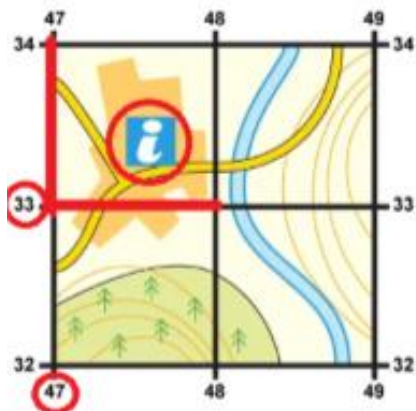
<b>County</b>	The countries of the United Kingdom are divided up into smaller areas called <b>counties</b> . These are used for the purposes of administrative, geographical and political demarcation.
<b>Locality</b>	Locality is a place and its surroundings.
<b>Human geography</b>	Human geography focuses on where people live, what they do, and how they use the land.
<b>Physical geography</b>	Physical geography is the study of the Earth's surface, such as the continents, oceans, rivers, mountains, and any natural features.
<b>Grid lines</b>	Maps are often covered in a series of blue grid lines. These grid lines help you to pinpoint an exact location anywhere on the map.

**Map reading**

**Grid references:** A map reference pin points a location.

How to read a grid reference:

- 1) Locate the place you want on the map.
- 2) Count across the x axis (horizontal) until you reach the line on the left of the location. Write down that number.
- 3) Count up the Y axis (vertical) until you reach the line below the location. Write down that number.
- 4) Put the 2 numbers together, the x value followed by the y value. (x, y).







Topic	Computing	Theme	Coding	Year Group	3
Key Question	Why is it useful to use a flowchart to design a computer program?				

## Key Learning

- To understand what a flowchart is and how flowcharts are used in computer programming.
- To understand that there are different types of timers and select the right type for purpose.
- To understand how to use the repeat command.
- To understand the importance of nesting.
- To design and create an interactive scene.
- 



Open, close or share a file.



Save your work.



Open design mode in 2Code.



A timer code block.



Repeat block.

## Key Vocabulary

**Action**

The way that objects change when programmed to do so. For example, move or change a property.

**Alert**

This is a type of output. It shows a pop-up of text on the screen.

**Algorithm**

A precise step by step set of instructions used to solve a problem or achieve an objective.

**Background**

In 2Code the background is an image in the design that does not change.

**Bug**

A problem in a computer program that stops it working the way it was designed.

**Button**

A type of object that responds to being clicked on.

**Click Event**

An event that is triggered when the user clicks on an object.

**Code**

Writing the code for a computer program.

**Collision Detection Event**

The event of two objects colliding.

**Debug/Debugging**

Fixing code that has errors so that the code will run the d t

**Command**

A single instruction in a computer prc

**Flowchart**

A diagram which represents an algorithm.

**Input**

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

**Object**

Items in a program that can be given instructions to move or change in some way (action). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.

**Implement**

When a design is turned into a program using coding.

**Interval**

In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.

**Predict**

Use your understanding of a situation to say what will happen in the future or will be a consequence of something.

**Run**

Clicking the Play button to make the computer respond to the code.

## Key Resources



Tools



2Dos



2Chart



Free code chimp



Topic	RE Creation	Theme	Community	Year Group	3
Key Question	What do Christians learn from the creation story?				



creation



sin



Genesis



temptation



image



forgiveness

Key Vocabulary	
creation	The action or process of bringing something into existence.
sin	to disobey
Genesis	The first book of the Bible
temptation	The desire to do something wrong
image	A picture or likeness
forgiveness	Being sorry and having it accepted
the fall	Adam and Eve fell away from God

### Key Knowledge

Christians believe God the Creator cares for the creation, including human beings.

As human beings are part of God's good creation, they do best when they listen to God.

The Bible shows that God wants to help people to be close to him - he keeps his relationship with them, gives them guidelines on good ways to live.

Christians believe God made our wonderful world and we should look after it.



What is wonderful about our world?

What makes you say 'Wow'?

Is it possible to be perfect all of the time?  
Does everybody sin?



A Steward is a person employed to manage another's property. Adam and Eve were appointed stewards of the Earth by God. They were responsible for taking care and enjoying the perfect world God has made for them. The sin entered Earth, and the world changed but they were still stewards.





Topic	Spanish	Theme	Fruit	Year Group	3
Key Question					

## La fruta

j

sound in:

• naranja



&

stress  
placement

Words that end in a vowel, 'n' or 's' are normally stressed on the second to last syllable like pe-ra, ci-rue-la, and ce-re-za.

accents

Accents indicate the vowel is stressed. As seen in plá-ta-no and me-lo-co-tón.

phonics

10 common fruit nouns with their determiners in Spanish.



How to say the above fruits in both singular and plural form so I can say which fruits I like and I do not like.



Me gustan las manzanas.

I like apples.



No me gustan las manzanas.

I do not like apples.

vocabulary

Nouns in Spanish can be masculine or feminine and singular or plural. This means that determiners can have different forms in Spanish.

un

una

Singular determiner 'a/an'

los

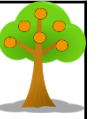
las

Plural determiner 'the'

grammar

### What I will learn:

- ☐ Objective 1: I will learn and become more familiar with 5 fruit nouns with their determiners in Spanish.
- ☐ Objective 2: I will learn and become more familiar with 5 more fruit nouns with their determiners in Spanish.
- ☐ Objective 3: I will learn how to move singular nouns to plural form in Spanish.
- ☐ Objective 4: I will learn how to use the structure 'me gustan' (I like) with the fruit nouns.
- ☐ Objective 5: I will learn how to use the negative structure 'no me gustan' (I do not like) with the fruit nouns.



Topic	Art	Theme	Shape/ geometry	Year Group	3
Key Question					