



Topic

Spanish - La fonética (Phonics & Pronunciation)

Theme

Community

Year Group

3



chocolate

(like 'ch' in 'charlie')

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casa

(like 'ka')

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gato

(like 'gah')

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beber

(like 'b' in 'boy')

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jirafa

(like 'h' in 'hello')

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cerdo

(like 'the' in 'theatre')

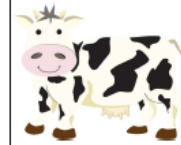
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geografía

(like 'heh')

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vaca

(like 'b' in 'boy')

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niña

(like 'ny' in 'canyon')

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cinco

(like 'thi' in 'think')

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girasol

(like 'hee')

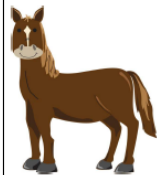
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diccionario

(like 'k-th'. The first 'c' is pronounced hard like the English 'k' and the second 'c' is soft like the English 'th'.)

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caballo

(like 'y' in 'yeast')

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conejo

(like 'ko')

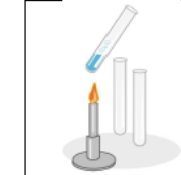
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goma

(like 'goh')

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química

(like 'k')

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perro

(a rolled 'r')

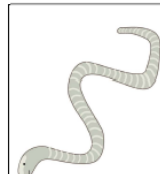
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cuatro

(like 'ku')

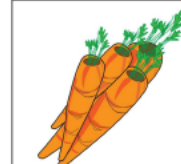
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gusano

(like 'goo')

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zanahorias

(like 'th' in 'thing')

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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.



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



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', 'ooh'.

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.



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.
-

Key Resources



Tools



2Dos



2Chart



Free code chimp

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.

Command

A single instruction in a computer program.

Debug/Debugging

Fixing code that has errors so that the code will run the way it was designed to.



Textiles - Cushions

Accurate	Neat, correct shape, size and pattern with no mistakes.
Appliqué	Appliqué is a type of textiles work where small pieces of cloth are sewn or stuck in a pattern onto a larger piece.
Cross-stitch	A two-stitch style of sewing which forms a cross pattern.
Cushion	A stuffed shape of fabric, used to make sitting more comfortable.
Decorate	To add details to a design to improve its appearance.
Detail	The small features of an object.
Fabric	A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.
Patch	A piece of material sewn over the top of a larger piece, sometimes just for decoration and sometimes to cover a hole in the underneath material.
Running-stitch	A simple style of sewing in a straight line with no overlapping.
Seam	Where two edges of cloth are joined or sewn together.
Stencil	A shape that you can draw around.
Stuffing	Soft material used to fill cushions and stuffed toys.
Target audience	A person or particular group of people at whom a product is aimed.

Beads, buttons or sequins can be used to decorate your cushion.



Key facts



Appliqué



Cross-stitch



Running-stitch



Remember to tie a knot in your thread so that the stitches stay secure and do not come undone!





Abstract	Art where the subject doesn't necessarily look like it does in real life.
Botanical art	To depict whole plants or parts of plants that is visually pleasing and scientifically accurate.
Composition	Putting different elements together in a pleasing way.
Geometric	A regular shape with angles and straight lines.
Organic	Irregular natural shapes.
Scale	The size of what is being drawn.
Shading	Drawn marks to show areas of light and dark.
Texture	A surface quality that is not flat.
Tone	The light and dark something is.

Artists

Georgia O'Keeffe

Charles Darwin

Maud Pirry

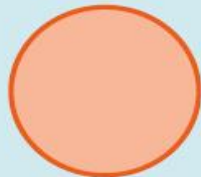
Max Ernst

Carl Linneaus

Everything in our world is made from simple shapes. Identifying shapes within objects will help you to draw more accurately.



Squares and rectangles



Circles and ovals



Triangles



Straight lines



Wavy lines

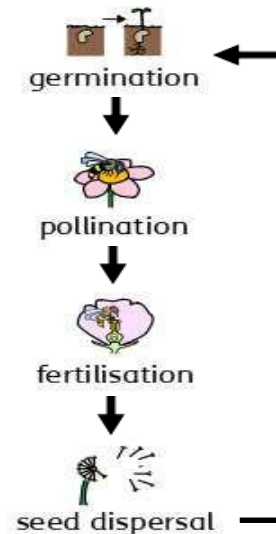
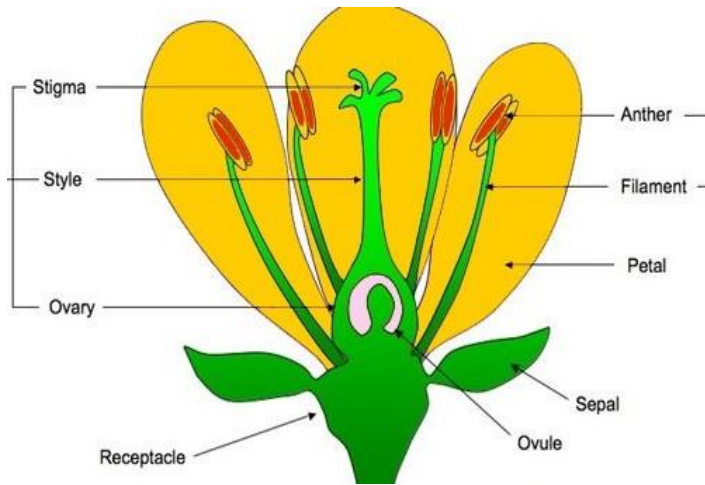






Topic	Science - Plants	Theme	Community	Year Group	3
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What should I already know?

- Which things are living and which are not.
- A variety of common wild and garden plants, including deciduous and evergreen trees and how to identify them.
- The structure of common flowering plants, including trees (including leaves, flowers, fruits, roots, bulbs, seeds, stem, trunks and branches).
- Seeds and bulbs grow into mature plants.
- Plants need water, light and a suitable temperature to grow and stay healthy.
- Different vegetation belts and climate zones around the world.
- Plants and animals depend on each other to survive.



What will I know by the end of the unit?	
<p>The functions of the different parts of flowering plants:</p> 	<p>The petals on a flower are usually bright - this is to attract bees and other insects so that they can collect pollen to make seeds. The seeds are then able to grow to make new plants. This is called germination. Leaves use carbon dioxide and sunlight to make food for the plant. The stem carries water and other nutrients from the roots to the rest of the plant. Leaves use this water to make food. The stem also helps to keep the plant upright so that the sunlight can reach it easier.</p>
<p>What do different plants need to grow?</p> 	<p>The roots help to 'anchor' the plant in the soil. They also absorb water and nutrients from the soil for the stem to carry to the rest of the plant. air water sunlight nutrients from the soil room to grow suitable temperature The amount of each of these may vary depending on the type of plant. For example, cacti need less water than other plants</p>
<p>How is water transported in plants?</p>	<p>Water is absorbed from the soil by the roots. It is then transported from the roots to the stem and then to the rest of the plant.</p>
<p>How do flowers help in the life cycle of flowering plants?</p>	<p>The flower's job is to create seeds so that new plants can grow. Pollination occurs when pollen from the anther is transferred to the stigma by bees and other insects. The pollen then travels down and meets the ovule. When this happens, seeds are formed - this is called fertilisation. Seeds are then dispersed so that germination can begin again.</p>



Key vocabulary

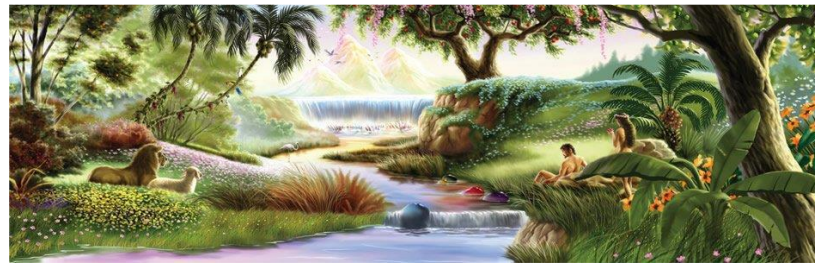
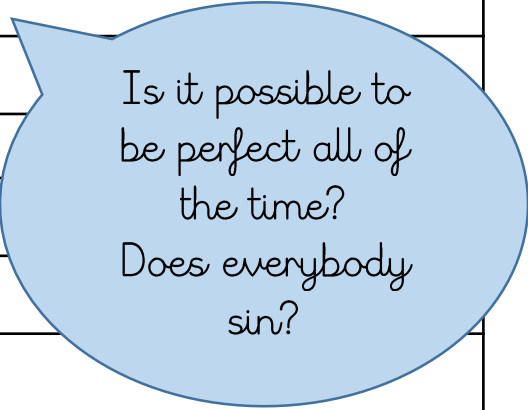
- animal dispersal - seeds stick to or are eaten by an animal, which transports the seeds to a new location
- dissection - the method of separating something into
- explosion dispersal - seeds are sprung from a seed pod to a new location
- flower - helps the plant to reproduce and create new life
- germination - the process of a seed breaking its coating and sending out its first leaves and roots
- leaf - absorbs sunlight to make food for the plant
- life cycle - a series of stages a living thing goes through
- petals - attract insects to the flower
- pistil - the female parts of a flowering plant
- pollen - tiny grains made in the male part of a plant
- pollination - the transfer of pollen from the male part of a plant to the female part of a plant
- pollinators - animals which are used by plants to transfer pollen
- reproductive organs - parts of a living thing needed to make offspring
- roots - absorb water and nutrients from the soil and hold the plant in place
- seed - a part of a plant that can grow into a new plant
- seed coating - the layer of a seed which breaks when wet
- seed dispersal - the movement of seeds away from the parent plant
- seedling - a young plant grown from a seed that has not yet fully grown
- soil - contains water and nutrients that plants use to grow and stay healthy
- stamen - the male parts of a flowering plant
- stem - carries water to different parts of the plant and holds the plant upright
- water dispersal - seeds float on water to a new location
- water transportation - the movement of water from the roots, through the stem, to the leaves and flowers
- wind dispersal - seeds are blown to a new location



Ridgeway Farm CE Academy - Knowledge Organiser

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

What should I already know?	Key Vocabulary	
<ul style="list-style-type: none"> Christians believe in God. Christians believe God made our wonderful world and so we should look after it. 	creation	The action or process of bringing something into existence. The creating of the universe, especially when regarded as an act of God.
	sin	To disobey
Key Knowledge	Genesis	The first book of the Bible.
PUPILS WILL KNOW THAT CHRISTIANS BELIEVE: <ul style="list-style-type: none"> 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 and gives them guidelines on good ways to live (such as the Ten Commandments). 	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



What would you have done if you were Adam or Eve?
Would you have chosen to take the fruit from the tree?

What is wonderful about our world?
What makes you say 'WOW'?



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 made for them. The sin entered the Earth and the world changed but they were still stewards.



Ridgeway Farm CE Academy - Knowledge Organiser

Topic	Geography - Settlements	Theme	Community	Year Group	3
Key Question	What is a settlement?				

Settlements are communities where people live.

Types of settlement:



Land use

How communities use land.



residential land
Land used for houses and apartment blocks.



transportation
A way of getting something from one place to another.



agricultural land
Land used for farming, cattle and crops.

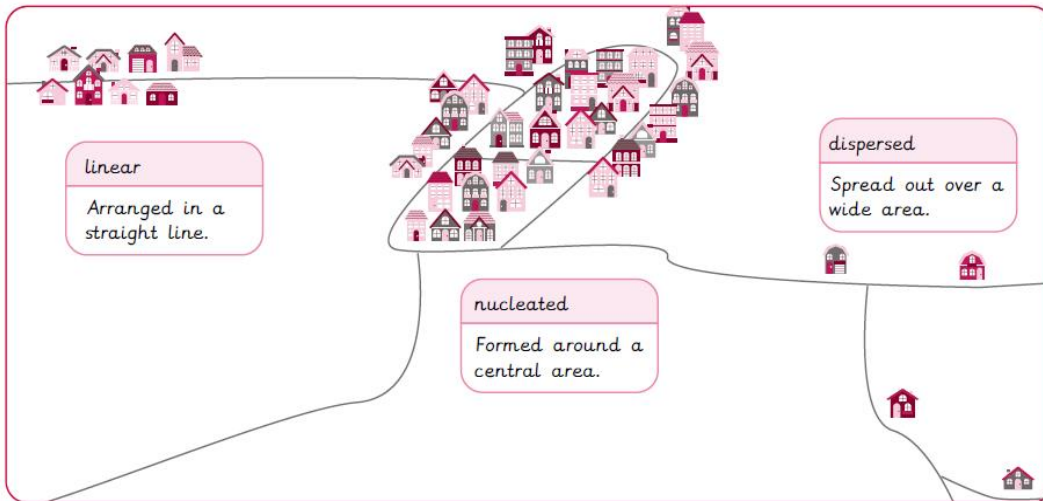


commercial land
Land used for buildings aimed at making money.



recreational land
Land which has buildings providing fun activities.

Settlement patterns



What should I already know?

- We live in a town called Swindon (or a village called Purton) which is in Wiltshire. There are villages and towns in Wiltshire.
- Wiltshire is in England, which is a country. England, which is in the United Kingdom, is in the continent of Europe.

Vocabulary

Capital city	a city that is home to a country's government
Compare	to look at two or more things closely to see what they have in common or what makes them different
Country border	an imaginary line that separates one country from another
county	a term used to refer to different areas across England usually consisting of various towns and villages
Facilities	buildings, services, equipment, etc. provided for a particular purpose
Hamlet	a very small settlement, with just a group of houses, around a farm
Land use	when an area is used for a specific purpose
Legend	A key or legend is a list of symbols that appear on the map
local	existing in or belonging to the area where you live, or to the area that you are talking about
map	a two-dimensional drawing of an area
settlement	the places that people live. There are different shapes and sizes of settlement: hamlets, villages, towns, cities, and megacities.
town	the same features of a village but it is larger and may also have a railway station, a shopping centre, more places of work and places of worship.
Urban	an area, usually cities and towns, where people live and work closely
Village	a small area with housing and a shop, a school, a place of worship or a village hall