Berkswell Church of England Primary School Curriculum Overview
Year 3 Summer Term – Lights Camera Action

English

Adventure stories

This unit provides opportunities for pupils to explore in more depth the work of Nick Park (author of Wallace and Gromit). During the unit, many texts by this author will be read, discussed and compared before children embark on writing their own Wallace and Gromit story in the same style.

Curricular aims of this unit:

- To read and discuss a selection of stories written by a particular author. Talk about the different books, themes and preferences
- To make comparisons between books and their characters, settings and plot lines
- To make predictions, inferences and deductions when reading and explore the vocabulary used for effect
- To work on building up tension in a piece of writing, thinking about how to add drama in exciting ways.
- To plan, write and edit a story using the ideas taught throughout the unit.

Playscripts

The unit examines dialogue in stories, before using playscripts to learn about the layout, preparation and performance of plays. In the final week children write their own plays, including stage directions in preparation for their movies.

Curricular aims of this unit:

- To engage with a range of playscripts
- To identify common features found in playscripts
- To work collaboratively to act out a play
- To use drama conventions to explore and support retelling stories
- To appreciate how character can be brought to life through performance
- To use a variety of conversational punctuation correctly when writing a conversation between characters
- To use stage directions and dialogue to write a playscript ready for a movie

BREAK (Berkswell reads for Enjoyment and Knowledge)
Wallace and Gromit- A Close Shave
VIPERS skills: Vocabulary, Inference, Prediction, Explain, Retrieve and Summarise

The following will be taught and consolidated throughout the year:

- **Phonics and Spelling**
  - Apply their growing knowledge of root words, prefixes and suffixes to re

    aloud and to understand the meaning of new words they meet
  - Write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far
  - Read exception words
  - Use prefixes and suffixes and understand how to add them
  - Spell words that are often misspelt
  - Spell words with the contracted form
  - Spell homophones and near homophones
  - Use the first two or three letters of a word to check its spelling in a dictionary.

- **Punctuation**
  - Use a range of punctuation marks correctly throughout a piece of writing: full stops, capital letters, exclamation marks, question marks, commas and apostrophes
  - Use inverted commas and other punctuation to indicate direct speech.
  - Use apostrophes to mark plural possession

- **Grammar**
  - Extend the range of sentences with more than one clause by using a wider range of conjunctions, including when, if, because, although
  - Choose nouns or pronouns appropriately for clarity and to avoid repetition
  - Use conjunctions, adverbs and prepositions to express time and cause
  - Expand noun phrases by the addition of modifying adjectives, nouns and preposition phrases
  - Use of paragraphs to organise ideas around a theme
  - Use and understand the grammatical terminology in English
    Terminology: adverb, prepositional phrase, pronoun, subordinate clause

- **Handwriting**
  - Joining skills: Develop the use of diagonal and horizontal strokes to join letters, understanding which letters are best left unjoined.
  - Legibility and consistency: Increase the legibility, consistency, and quality of handwriting by ensuring letters are a similar size and that downstrokes are parallel and equidistant.
  - Spacing: Maintain consistent spacing between words and ensure lines are spaced sufficiently so descenders do not touch the ascenders of the line below.

Maths

Number and place value
- Apply place value knowledge to solve problems.
- Explain the value of digits in different positions.
- Solve reasoning problems involving place value.
- Use estimation to check answers.
- Solve practical problems involving numbers to 1000.
- Justify comparisons and ordering of numbers.

Addition and subtraction
- Use efficient column addition with exchange using the expanded method.
- Use efficient column subtraction with exchange using the expanded method.
- Use inverse operations to check answers.
- Solve missing number problems.
- Solve multi-step word problems.
- Choose efficient calculation methods independently.
- Explain and justify calculation strategies.

Multiplication and division
- Use efficient written methods for multiplication.
- Divide a two-digit number by a one-digit number using practical methods.
- Divide a two-digit number by a one-digit number using formal written methods.
- Solve multiplication and division word problems.
- Solve missing number problems.
- Use multiplication and division inverses.
- Solve scaling problems.
- Solve correspondence problems.

Fractions
- Count up and down in tenths.
- Understand tenths as one of ten equal parts.
- Find fractions of quantities.
- Recognise fractions as numbers.
- Compare fractions with the same denominator
- Recognise equivalent fractions using diagrams.
- Compare and order unit fractions.
- Add fractions with the same denominator.
- Subtract fractions with the same denominator.
- Solve reasoning problems involving fractions.
- Apply fractions in practical contexts.

Measures
- Solve measure problems involving all units.
- Convert between related units where appropriate.
- Add side lengths to find perimeter.
- Calculate perimeter of regular and irregular shapes.
- Solve perimeter problems in practical contexts.

- Recognise and compare notes and coins.
- Count amounts in pounds and pence.
- Calculate change.
- Find totals using £ and p together.
- Solve practical money problems.

Statistics
- Construct simple bar charts and pictograms.
- Construct simple tables.
- Solve one-step and two-step questions.
- Use data to solve practical problems.
- Explain conclusions using evidence from charts and tables.

Science

Light

Pupils learn to distinguish a light source from reflected light. They learn that light travels in straight lines, study how we see and are taught how to protect their eyes. They investigate the transparency of fabrics using data loggers and carry out some experiments to find out about shadow formation.

Key Concepts

1. Only light sources produce light; other bright objects reflect light.
2. Different materials allow different amounts of light through them.
3. Light travels in straight lines.
4. Light cannot travel through all materials and opaque materials block light, causing shadows

Working Scientifically

- setting up simple practical enquiries, comparative and fair tests
- making systematic and careful observations and take accurate measurements using standard units, using a range of equipment,
- recording findings using drawings, labelled diagrams, keys, bar charts, and tables
- reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- using results to draw simple conclusions
- using straightforward scientific evidence to answer questions or to support their findings.

Magnets

Pupils explore magnetism and non-contact forces, suspending magnetic items in mid-air under the influence of magnetic forces. They test materials for magnetic properties and think about what materials are magnetic. They describe the properties of a magnet in simple terms and learn about the uses of magnets. B

Key concepts

1.A force is a push, a pull or a twist that can change the speed, direction or shape of an object
2. Forces are measured using force meters and the unit of measurement is the Newton
3.The force between two moving surfaces in contact is called friction
4. Magnets attract iron and steel to them
5. Magnetism is a force like gravity and that it can operate at a distance.
6. Like magnetic poles repel and unlike poles attract

Computing

Spreadsheets

In this unit children will learn:

- To understand the layout and features of 2Calculate in Advanced Mode.
- To use simple formulae in a spreadsheet by using the formula wizard.
- To use advanced formulae in a spreadsheet to calculate totals, averages and to find the highest and lowest values.
- To apply spreadsheet skills to solve real-world problems.
- To design and use a spreadsheet to answer a series of questions.

Animation

In this unit children will learn:

- To understand what animation is.
- To understand onion skinning and be able to use this technique for 2Danimations.
- To know how to enhance simple animations using animation software.
- To plan an animation.
- To create a narrative through animation.
- To evaluate animations.

Towards the end of the unit, children will be creating their own Wallace and Gromit movie. (Writing their own stories and playscripts in English). Children will then use stop motion animation to film a scene to create a class movie.

Being safe in a digital world

Children will learn the fundamentals of staying safe online. They will explore this through the themes of self-image and identity, online relationships, online reputation and online bullying.

Geography

No geography in the summer term

Working scientifically

- setting up simple practical enquiries, comparative and fair tests
- gathering, recording, classifying and presenting data in a variety of ways
- recording findings using simple scientific language, labelled diagrams, bar charts, and tables
- reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- report on findings from enquiries
- use results to draw simple conclusions
- use straightforward scientific evidence to answer questions or to support their findings.

History

History of film

The children will find out about the origins of the moving image and cinema. Throughout the topic, they will consider the chronology of the different events and will study particular individuals who made an impact on films, either by their inventions behind the camera or their work as actors in front of the camera. A specific individual study will be completed by looking into the life of Thomas Edison and Charlie Chaplin, to identify the impact they made into the movie industry.

Music

Movie soundtracks

The children will listen to a variety of movie soundtracks and consider how the musical sound effects can alter the mood of a scene. Children will then create their own movie soundtrack to match the different scenes in their own Wallace and Gromit movies.

Playing in a band

This Unit of work consolidates the learning that has occurred during the year. The children need to listen to and appraise a range of music (taken from the film industry). Certain soundtracks will then be developed with children playing a range of instruments within the soundtrack.

Design Technology

Levers and mechanisms-cracking contraptions

The unit begins by learning the skills for how different levers and mechanisms work. The children will take inspiration from the Wallace and Gromit cracking contraptions videos, to design their own inventions with a mechanism/lever. These will form the scene backdrop for their movies.

Religious Education

Kingdom of God – When Jesus left, what was the impact of Pentecost?

This unit enables pupils to understand that Christians celebrate the Pentacost and through reflection of different pieces of artwork, discuss the impact it has on Christians. The children will retell the story and look at how people may have seen the Pentacost differently.

Gospels – What kind of world did Jesus want?
Enquire - What can religion and worldviews tell us about conflict, peace, forgiveness and reconciliation and is that important?

In this unit pupil will learn that those with Christian, Jewish, Mulsim, Hindu and Pagan worldviews find peace, reconciliation and forgiveness. The children will learn how different religions have guidance through celebrations including Rosh Hashanah and ways to practise through 'The Five Pillars'.

Art

Photography
Children will begin by using cameras to take a range of artistic photos using a range of camera angles. The children will then use editing software to create different effects and photo collages.

French

Pupils will explore the theme of:

- Months of the year
- Days of the week
- Parts of the body
- French songs and rhymes

Pupils will revise their basic skills they have learned in listening, speaking, reading, writing and grammar

PSHE/Jigsaw

Jigsaw brings together PSHE Education, emotional literacy, mindfulness, social skills and spiritual development. Jigsaw is designed as a whole school approach with all year groups working on the same theme (Puzzle) at the same time.

The children will cover two themes (puzzles) this term:

Relationships:
This theme (puzzle) looks at diverse topics such as families, friendships, pets and animals, and love and loss. A vital part of this puzzle is about safeguarding and keeping children safe, linking to cyber safety, how to deal with conflict, their own strengths and self-esteem. They have the chance to explore roles and responsibilities in families and look at stereotypes

Changing me:
Children think about looking ahead and moving into a new year group. During this puzzle the relationship and sex education (RSE) aspect of the curriculum is taught and children name the main body parts, focusing on the difference between male and females, as well as exploring gender stereotypes.

Physical Education

Trigolf:

- Pupils will take part in a local competition and this is led by an external coach.

Tennis

- Move body position to catch a ball
- Control a ball on racket when moving - varying speed
- Hit a ball into a target (with one bounce)
- Play a modified game using skills e.g forehand
- Adapted games, with variations of rules, begin to apply some basic principles
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Handball:

- Move body position to catch a ball
- Control a ball on racket when moving - varying speed
- Hit a ball into a target (with one bounce)
- Play a modified game using skills e.g forehand
- Adapted games, with variations of rules, begin to apply some basic principles

OAA:

- Use a key to follow a plan
- Communicate with peers to complete challenges
- Know the eight points of the compass
- Identify what is at points on a grid using co-ordinates in the form (letter, number)
- Continue to develop leadership qualities while completing tasks as part of a team