

Novel as a theme

Write a narrative based on the plot structure of *The Iron Man* by Ted Hughes.

Reading objectives

- Use knowledge of root words to understand meaning of new words
- Children will be able to identify and discuss new vocabulary.
- Listen to and discuss a range of fiction
- Children will be able to identify key points and use evidence from the text.
- Sequence and discuss the main events in stories.
- Raise questions during the reading process... I wonder why?
- Draw inferences around a characters thoughts, feelings and actions.
- Identify, discuss and collect words and phrases which capture interest.

English Objectives

Writing Objectives.

To generate, select and effectively use adverbs e.g. suddenly, silently, quickly.
Create and develop settings for narratives
Create and develop characters for narratives
Create and develop plots based on a model
Generate and select from vocabulary banks e.g. powerful verbs, noun phrases.
Group related material into paragraphs.

Explore, identify and create complex sentences using a range of conjunctions e.g. since, until, because, when.

Recounts – Diary Writing.

Children to listen to, read and discuss a range of diaries.

Analyse the text by looking at the Language, structure and presentation of diaries.

Use the determiner 'a' or 'an' according to whether the next word begins with a consonant or vowel.

Make predictions based on details stated.
Work towards writing their own diary entry either from their own experience or in role as a character.

Design Technology

Children to design and make pop up books or moving pictures to retell a part of *The Iron Man* story.

Children will first explore and evaluate existing products. They will investigate mechanical systems such as levers and linkages. They will then begin to design and make their own versions, before evaluating their finished product.

Computing - Programming

Using the Purple Mash software, children will

- Write programs that accomplish specific goals.
- Understand what an algorithm is.
- Know what debugging is and how it can be used to achieve specific goals.
- Use sequence and repetition in programs
- Use logical reasoning to predict outputs.
- Use a sequence of commands to control a device
- Understand that planning and evaluation is a key part of the process.

Year 3 Spring 2 The Iron Man

Mathematics

2D and 3D shapes including angles.

Draw 2D shapes and describe them
Make 3D shapes with modelling materials
Identify whether angles are greater or less than a right angle.
Identify horizontal, vertical, parallel and perpendicular lines.

Written addition and subtraction in the context of statistics.

Add and subtract numbers up to 3 digits using a formal written columnar method.
Estimate the answer to a calculation and use the inverse to check answers
Solve missing number problems, using known facts, place value and more complex addition and subtraction.
Solve one and two step problems using information presented in scaled bar charts, pictograms and tables.

Position and Direction

Use mathematical language to describe position, direction and movement.
Describe positions on a square grid labelled with letters and numbers.

Time.

Tell and write time from an analogue clock including Roman numerals from I to XII, and 12hour and 24 hour clock.
Estimate and read time to the nearest Minute.
Know the number of seconds in a minute, the number of days in each month, year and leap year.
Solve simple problems involving the passage of time.

Fractions.

Recognise and show using diagrams, equivalent fractions with small denominators
Add and subtract fractions with the same denominator within one whole.
Compare and order unit fractions and fractions with the same denominator.
Solve problems using fractions.

Art

Focusing on drawing and painting

Children will use sketchbooks to make observational drawings of cogs, chains, spanners and tools.

Will develop an image of Iron Man first in sketch books then on a larger scale.

Experiment by developing drawings into watercolour paintings.

Music

We will look at the impact of music on film trailers and films in general before composing our own music or special effects to accompany a trailer or scene from a movie.

The children will identify what instruments are being played in the examples they will hear.

We will discuss how the volume and speed of the music effects the impact of the trailer on the film audience.

Physical Education

This half term our P.E slots will be Monday morning and Friday afternoon.

We are continuing our dance unit, the children are working on a routine to the song 'Rock around the clock'.

Our other lesson will be athletics. Weather permitting we will take this lesson outside.

Science

Forces – Non Contact Forces

Children will discover how some things move on different surfaces.
They will notice how some forces need contact but magnetic forces can act at a distance.
Observe how magnets attract or repel each other.
Compare and group together a variety of everyday material on the basis of whether they are attracted to a magnet.
Describe magnets as having two poles.
Predict whether two magnets will attract or repel each other depending on which poles are facing.

Religious Education.

This half term will focus on the lead up to and the events of Holy Week.

Key Questions.

Is it possible to describe the events of Holy Week and Easter as events of joy or sadness? Why ?

Is the cross a symbol of joy or sadness?

Is Good Friday the beginning or the end?

Is Easter Sunday the end or the beginning?

Our Christian Value is FORGIVENESS.

Geography

Mrs Mclean will continue the work on volcanoes that was started last half term.

History

Taught in Spring 1.

