



## YEAR 3

### SUMMER TERM 2

### MEDIUM TERM PLAN

#### MATHEMATICS

The children will:

- Draw 2-D shapes and make 3-D shapes using modelling materials; Recognise 3-D shapes in different orientations and describe them
- Recognise angles as a property of shape or a description of a turn
- Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle
- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines
- Interpret and present data using bar charts, pictograms and tables
- Solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables

#### Continuous objectives

- Solve number problems and practical problems involving the ideas from number and place value
- Estimate the answer to a calculation and use inverse operations to check answers

#### ENGLISH

##### Poetry – Language Play

- Read, discuss and analyse a range of poems that play with language.
  - Provide opportunities for children to perform some of their favourite examples considering volume, pace, expression and the use of different voices.
  - Play some poetry games with the children to generate nonsense phrases, unusual rhymes, unusual combinations of adjectives and nouns, etc.
  - Read and discuss a range of poems that play with language.
  - Identify the features of language play poetry
- Select a particular form and, in shared composition with the children, build up a poem that follows a model seen in the examples read earlier.

#### SPELLING

Suffixes including

- ation, -ly, -ous
- ly exception words

#### Dialogues and Plays

The children will:

- Display examples of dialogues and plays.
- Read and discuss stories, identifying the different characters and voices by using dramatised reading and puppets.
- Read and discuss a range of stories and play scripts.
- Identify the features and conventions of written dialogue, demonstrate and then write dialogue.
- Compare this with a play based on the same story.
- Identify the features of play scripts and stories with dialogue.
- Model how to write and perform play scripts based on familiar stories.
- Plan, draft, edit and review a play script or familiar story.
- Produce a play script, applying all the learning from this block.

#### GRAMMAR AND PUNCTUATION

- Formation of nouns using a range of prefixes [for example super-, anti-, auto-]
- Use of the forms a or an according to whether the next word begins with a consonant or a vowel [for example, a rock, an open box]
- Word families based on common words, showing how words are related in form and meaning [for example, solve, solution, solver, dissolve, insoluble]
- Expressing time, place and cause using conjunctions [for example, when, before, after, while, so, because], adverbs [for example, then, next, soon, therefore], or prepositions [for example, before, after, during, in, because of]
- Introduction to paragraphs as a way to group related material - Headings and sub-headings to aid presentation - Use of the present perfect form of verbs instead of the simple past
- Introduction to inverted commas to punctuate direct speech

**RE**

**COME AND SEE**

**Special Places**

- Everyone has a special place
- Special places for Jesus and the Christian community

**Islam**

**FOUNDATION  
SUBJECTS**

**ART AND DESIGN**

- Textiles
- To explore textiles and fabrics
- To think about materials and how they might put them together.
- To draw and sketch ideas and share with others.

**SCIENCE**

**Plants**

The children will be taught:

- To identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers by labelling the parts of a plant.
- To set up an investigation to find out what plants need to grow well.
- To investigate how water is transported in plants.
- To name the different parts of a flower and explain their role in pollination and fertilisation.

**COMPUTING**

Simulations

- To consider what simulations are.
- To explore a simulation.
- To analyse and evaluate a simulation.

**MUSIC**

**Bringing us Together – Disco Song.**

Children will:

- Listen and appraise the song.
- Use a variety of instruments

**HISTORY**

- To find out about ancient Egyptian life by looking at artefacts.
- To understand what was important to people during ancient Egyptian times.
- To understand and explain the ancient Egyptian ritual of mummification.
- To understand how evidence can give us different answers about the past.
- To compare and contrast the Egyptian writing with their own.
- To compare and contrast the powers of different Egyptian gods.

**PE**

Children will be taught: Swimming

- Children will be taught to swim a variety of strokes.

**GEOGRAPHY**

None this half term