



### Science

**Forces + magnets - pushes and pulls**  
**Magnets and Springs** - design games to make cars/ objects move through a maze.  
**Friction**-Children describe friction and how it can slow down the movement of objects.  
**Electricity** - Conductors and insulators circuits.  
**Circuits**  
 To be able to generate a scientific question to be investigated.  
 To build a simple circuit and be draw it using circuits.  
 To be able to draw scientific conclusions.  
 To be able to identify conductors and insulators.  
 To be able to suggest ways to make bulbs

### English

Mystery stories -We will be reading the Thieves of Ostia, a Roman adventure and using this to write our own stories.  
**Play scripts** - Following a play, we will be writing our own plays of well-known fairy tales.  
 Plays - roman play following history story  
 Instructions - circuits  
 Poetry - sounds  
 Non chronological reports - we will be producing our own non-fiction books linked to our Roman and Celts

### Music

**Listen 2 me**  
 Learn to play the Clarinet which is led by the Hampshire school music service.



### Art

**Sketching** - roman artefacts  
**Sculpture** - Roman shields (emblem)  
**Patterns** - Block printing



**Project Title: Invaders**  
**Overarching Question: What did the Romans do for us?**  
**Year 3**

### DT

**Plan, design and make** - circuit link  
**Construction** - joining chariots- Experiment with fixing different axles and construct a vehicle which functions.

### ICT / computing

**Scratch Programming** - To create a Roman chariot track game which requires the children write simple algorithms.  
**Photo story** - To create a photo diary of their time in Year 3 to share with Year 2 parents and children.  
**Arcventure** - To explore a Roman role play game within history.



### Maths



**Number** - place value, addition and subtraction, multiplication and division, fractions,  
**Measurement** -  
 Measure, compare, add and subtract: volume/capacity (l,ml)  
 Add and subtract amounts of money to give change, using both £ and p in practical contexts  
**Geometry** - properties of shape  
**Statistics**- Interpret and present data using bar charts, pictograms and tables  
 Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs

### History/ Geography

**Romans** - children investigate the Roman Empire's impact on Britain. They will study in detail the successful invasion by Claudius in 43AD and Boudicca's rebellion.  
 Roman Day.



**Wonders of the UK** - children locate the countries and major cities of the UK. They study the natural wonders of the UK (e.g. the Lake District, the New Forest, the Yorkshire Dales, beaches etc) and present their information as a holiday brochure.

### PDL / RE

**Belief** - to explore the concept of belief through the miracles of Jesus  
**Worship**  
 What does worship mean?  
 What do I think about the idea of worship? Hindu and Christian practices.  
**Philosophy for kids**  
 Exploring a range of issues linked to the environment and the world around them. The children will be asked to discuss their views on open ending questions which have no right or wrong answer.

