



The Shevington Federation

Year 3 Medium Term Plan – Summer Term

The Big Question: What influence has European history had on science and society?

Class Trip: Liverpool Mosque and Synagogue

Class Reader: Percy Jackson and the Lightning Thief

Significant People: Alexander the Great

Creative Expression Debate Making Connection Multiple Perspectives Cause & Consequence Economy & Wider World

LEVEL
3

GEOGRAPHY

Europe

- What are the countries in Europe?
- What are the physical features of Europe?
- What are some of Europe's most important human characteristics?



HISTORY

Ancient Greece

- Why do we know so much about Ancient Greece?
- What was the Golden Age of Greece?
- What was Athenian democracy?
- What did the Ancient Greeks believe in?
- Who were the Ancient Greek philosophers?
- Why was Alexander so great?
- What were the great achievements of the Ancient Greeks?



LEVEL
2

ENGLISH

Narrative: Theseus and the Minotaur by Hugh Lupton – focusing on building tension, dialogue and use of inference.

Non-fiction: Explanation text, Light and Dark – focusing on factual research and presenting information accurately.

Poetry: I Asked the Little Boy who Couldn't See - focusing on rhyme, rhythm, senses and metaphor.



MFL - Spanish

Clothes and Weather

- Question about the weather and be able to respond correctly.
- Revision of the four seasons
- 'I am wearing' and items of clothing.
- Sentences about weather and clothing.



LEVEL
1

SCIENCE

Plants and Lights

- What conditions could we change to investigate the growth of a plant?
- What are the parts and functions of a plant/flower?
- What are the parts of a plant's life cycle?
- What is light?
- How can we see objects?
- Which materials are reflective?
- How are shadows formed?



DESIGN & TECHNOLOGY

Cooking and Nutrition

- Explain that fruits and vegetables grow in different countries based on climates.
- Understand that seasonal fruits and vegetables grow in a given season.
- Understand that eating seasonal fruit and vegetables positively affects the environment.
- Design a tart recipe using seasonal ingredients.



COMPUTING

Programming B

- I can explain the relationship between an event and an action.
- I can program movement and guide a sprite through a maze.
- I can test and debug movement of a sprite.



LEVEL
M

MUSIC

Recorders – Melody



- Play simple melodic patterns on tuned instruments
- Build up short note patterns
- Create a class melody that can be played as an ensemble
- Begin to add expression – soft/loud playing, smooth/jumpy articulation

LEVEL
G

RE

Worship and Religious Leaders



- What is worship and why it is important to believers?
- How do different religions worship?
- Where do people worship?
- What does a good religious leader look like?
- Roles and responsibilities of leaders of worship
- Reflect on the importance and impact of these leaders in communities today

LEVEL
O

GAMES/PE

Athletics



- Sprinting techniques
- Jumping for distance
- Throwing for accuracy

Striking and fielding

- Underarm and overarm throwing with catching and reactions
- Target hitting with bats

ART

Clay sculpture



- How do artists use sketchbooks to understand and explore their own response to an artist's work.
- Use your own sketchbook to explore your response to the chosen book/film and make notes.
- Make a sculpture using materials to model/construct a character.
- Reflect and share how you made your sculpture.

PSHE

Citizenship



- Explain that children have rights and how these benefit them.
- Explain the responsibilities adults have for supporting children's rights.
- Discuss the benefits of recycling.
- Describe how democracy works locally and how this affects us.

RSE

- Know and respect the differences between ourselves and others
- Understand that each person's body belongs to them, personal space and unwanted touch.

MATHS

Fractions B – Add and subtract fractions with the same denominator within one whole.



Money – Add and subtract amounts of money to give change, using both £ and p in practical contexts.

Time – Tell and write the time from an analogue clock, including Roman numerals from I to XII and 12-hour and 24-hour clocks.

Shape – draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.

Statistics – Interpret and present data using bar charts, pictograms, and tables.

