Launch event Values for Victory day

Literacy

Spoken Language:

WALT participate in discussions, presentations, performances, role-play, implovisations and debates WALT consider and waluate different viewpoints, attending to and building on the contributions of others

Reading:

WALT retrieve and record information from non-fiction WALT discuss words and phrases that capture the reader's interest and imagination

WALT ask questions to improve our understanding of a text

WALT retrieve and record information from non-fiction

Writing:

WALT organise paragraphs around a theme WALT compose and rehearse sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures

WALT create settings, characters and plot WALT use simple organisational devices [for example, headings and sub-headings] in non-narrative material

Personal, Social and Emotional Development

PSCHE: Changes

WALT cope with an unexpected char WALT get better at our learning WALT change our behaviour for the WALT make the best of an unwelcor

R.E.: Hinduism - Would visiting t feel special to a non-Hindu?

WALT understand the significance of the River Ganges both for a Hindu and non-Hindu.

WALT explain why water is important in Hinduism.

WAI The second of the second o

BeDifferent 1/2 must

SUMMER TERM 2
Activities
Trekking to Tokyo
Year 3

Mathematics

Please see termly Success and Challenge cards

Understanding of the World

Geography

WALT describe and understand key aspects of:
- physical geography, including: climate zones, biomes
and vegetation belts, rivers

- human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

WALT locate the world's countries, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities

Science: Plants

WALT identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers WALT explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant WALT investigate the way in which water is transported within plants

WALT explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

Computing: iSimulate

WALT design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. Solve problems by decomposing them into smaller parts

WALT use sequence, selection, and repetition in programs work with variables and various forms of input and output WALT use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

WALT select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting,

Physical Development

Athletics

WALT develop flexibility, strength, technique, control and balance

WALT take part in outdoor and adventurous activity challenges both individually and within a team

Languages

Going on a picnic

WALT ask the question "Where do you live?" and give an answer.

WALT understand and say numbers 10-20.

WALT remember and understand some fruits for our picnic basket.

WALT listen to and join in with the performance of story about going on a picnic.

WALT ask politely for food.

Expressive Art and Design

Design and Technology

WALT generate, develop, model and communicate their ideas through discussion and annotated sketches

WALT select from and use a wider range of tools and equipment to perform practical tasks

WALT understand how key events and individuals in design and technology have helped shape the world

Music

WALT improvise and compose music for a range of purposes using the inter-related dimensions of music