

**Engage:**  
**Beddington Park**

**Express: Class  
Assembly**

### Literacy

#### Spoken Language:

WALT: participate in discussions about the Iron Woman and the effect pollution has on the environment.

WALT: consider and evaluate different viewpoints about Iron Woman and the effect that pollution has on the environment.

#### Reading:

WALT: retrieve and record information from fiction and non-fiction texts about the effect pollution has on the environment.

WALT: discuss words and phrases in Iron Woman that capture the reader's interest and imagination.  
WALT: ask questions to improve our understanding of Iron Woman.

#### Writing:

WALT: organise paragraphs around a theme to make our writing more cohesive.

WALT: compose and rehearse sentences orally to build on the vocabulary and range of sentence structures in our writing.

WALT: create setting descriptions.

WALT: create character descriptions.

WALT: create a plot for a narrative that hooks the reader.

WALT: use organisational devices e.g. headings and subheadings to organise our writing in our information leaflet.

WALT: proof-read our writing for spelling and punctuation errors.

### 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.

### Personal, Social and Emotional Development PSCHE: Changes

WALT: how to cope with changes in the environment.

WALT: change our behaviour for the better to help our environment.

WALT: make the best of unwanted change in the environment.

#### R.E.: Religion all around us

WALT Children should explore an urban trail of local places of worship

WALT Compare and contrast different places of worship

WALT Explore how they affect community life

### Languages

WALT Read carefully and show understanding of words, phrases and simple writing

WALT Appreciate stories, songs, poems and rhymes in the language

## SUMMER TERM 2 2019 Activities *A Different Future* Year 3

### Mathematics

#### Measure

WALT: measure, compare, add and subtract mass (kg/g).

WALT: measure, compare, add and subtract volume/capacity (l/ml).

WALT: measure the perimeter of simple 2-D shapes.

WALT: add and subtract amounts of money to give change, using both £ and p in practical contexts.

WALT: tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks.

WALT: estimate and read time to the nearest minute.

WALT: record and compare time in terms of seconds, minutes and hours.

WALT: use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight.

WALT: know the number of seconds in a minute and the number of days in each month, year and leap year.

WALT: compare durations of events.

### Understanding of the World

#### Geography

WALT: collect data and observations about the pollution in Beddington Park.

WALT: draw a sketch map to indicate where the most pollution is found in Beddington Park.

WALT: locate oceans and countries with the most pollution on a map.

WALT: compare the characteristics of a country with a lot of pollution to Beddington Park.

WALT: understand how land-use has changed over time and how that has affected the environment.

#### Science: Plants

WALT: identify and describe the functions of different parts of flowering plants we find on the plant hunt.

WALT: explore the requirements for plants to live and 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 and what would happen if they weren't there.

#### 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 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, analysing, evaluating and presenting data and information.

### Expressive Art and Design

#### Drawing

WALT: develop our drawing skills using charcoal, pencils and sketching to design our recycled outfit.

WALT: use what we know e.g. line, shape, colour and space to design our recycled outfit.

#### Music

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