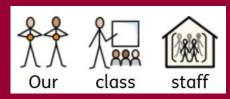


Class 3 – Summer 1 Information

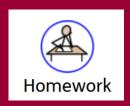


Mrs E Barker and Miss K Durkin



Our class novel is Stig of the Dump





Homework will be sent out every Friday and should be returned the following Wednesday.

Homework will be Spellings and Maths.



Our P.E. days for Summer 1 are Wednesdays and Fridays.



English

In Summer 1 we will be focusing our English learning around two texts –

- Finishing our work on The Last Garden
- Our Tower

We will be focusing on writing detailed sentences through the use of adventurous vocabulary, thinking carefully about our word choices, a wider range of conjunctions and adverbials for time and place.

We will be writing a range of texts such as poems, setting descriptions, diary entries, dialogue and extended narratives.











Maths

We will start the half term by spending three weeks focusing our learning on time. The children will be learning how to tell the time on digital and analogue clocks to the nearest minute. They will also learn how many seconds are in a minute and minutes in an hour which will help their learning when comparing durations of time. We will also convert times between 12 and 24 hour clocks.

Draw hands to show the time on each clock.

 Draw hands to show the time on each clock.

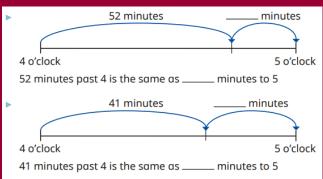
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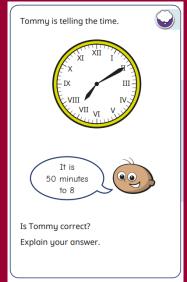
What time is shown on each clock?

Following this we will spend time completing work based on money. This will include adding and subtracting to calculate amounts and calculating change.











Science – How do things work?

In Summer 1 we will be exploring how electricity makes things work. We will look at simple circuits and how these can be drawn using symbols. We will also explore how circuits can be adapted to light up more than one bulb or make a motor or buzzer work.

Key vocabulary

Circuit- a complete flow of electricity and the way it affects objects.

Bulb- provides light when powered.

Mains- domestic or wall powered.

Buzzer- An electrical device that makes a buzzing sound.

Wire- A long piece of metal that carries an electrical current often covered in plastic for safety.

Motor- A device that changes electrical energy into movement.

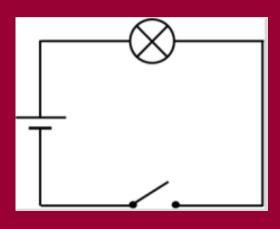
Cell- a device used to generate electricity.

Battery- More than one cell

Conductor- Any material that electricity can pass through or along.

Insulator- Any material that electricity cannot pass through or along.

Symbol- Representation of the components.





Electricity can produce...









Light

Sound

Movement

Heat



<u>History – How did the Ancient Mayans survive and</u> thrive in the rainforest?

Key knowledge

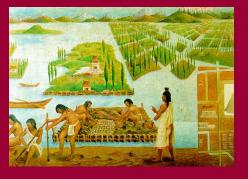
- Explain why the Mayans decided to settle in the rainforest
- Explain why the rainforest would be a challenging environment to survive in
- Explain how the Mayans used natural resources
- Describe Mayan life in the rainforest
- Describe Mayan farming techniques

Key vocabulary

Ancient, civilisation, settlement, vegetation, terrain, rainforest, climate, environment, cacao, trade









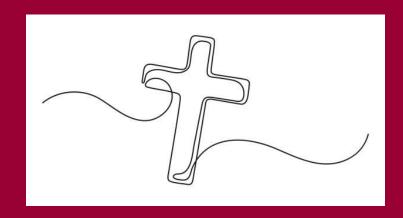
Class 3 – Spring 2 Learning Overview

R.E. – The Old Testament, what does this story tell us about God?

We will explore where the Old Testament fits into God's Big Story and read various stories from this part of the Bible such as Jacob and Esau and Joshua and Caleb.

The children will make links between their own experiences and the experiences of people in the stories we read.

We will explore the themes of courage and gratitude.



Key Questions

What can we learn from this story?
What does this story teach about God?
Why has this story been remembered and included in the Bible?
Do you think this story is important? Why?
What is your favourite part of the story?
Where does this story fit in God's Big Story?



Class 3 – Spring 2 Learning Overview

P.E.

Wednesday – Tennis

Friday - Cricket



French Les Glace

The children will learn the names of 10 ice cream flavours and how to place an order for an ice cream.



Computing

Coding

We will learn what flowcharts are in programming and how to use different types of timer for different purposes.

Music with Mrs Parkinson

Changes in pitch, tempo and dramatics

We will explore how we can change music using instruments.



Art with Mrs Parkinson

Sculpture, structure, Inventiveness

and Determination

We will explore formal drawing and sculpture using skills such as line, mark making, shape, form and balance.

PSHE

Economic well being

We will learn about the importance of money and budgeting.