Science: Plants

Pupils should be taught to:

- · describe what plants require to grow
- · Identify parts of a flower
- · Identify parts of a plant
- · Describe how a plant makes energy
- · Describe how pollen is distributed

Music: Enjoying improvisation

KQ: How does music make a difference every day?

RE:

Summer 1 - Hinduism (Hindu beliefs)

Summer 2 - Sikhism (prayer and worship)

SMSC: Relationships

Year 3 Summer 'Emperors and Empires'

Art:

Beautiful botanicals - Weaving with natural materials; Botanical art and illustration; Observational drawing; Unit and lino printing; Botanical study

Mosaics Masters - Some mosaics, such as Roman and Greek mosaics were made to represent everyday life and religious images. Some mosaics, such as Islamic mosaics are made to portray geometrical patterns.

Computing: Branching Databases

- · To sort objects using just 'yes' or 'no' questions.
- To complete a branching database using 2Question.
- To create a branching database of the children's choice.

Design Technology:

Greenhouse - Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety rules; Properties of materials; Constructing strong frameworks.

History: Emperors and Empires

The achievements of the growth, expansion and power of the Roman Empire – an overview of where and when the Roman Empire originated.

- Well composed historical questions should be based around a historical concept, such as cause and effect or continuity and change.
- •The Roman Kingdom was a monarchy ruled by a king who had absolute power.
- •The Roman Republic was ruled by a senate of 600 men, who were elected every year.
- •The Roman Empire was ruled by an emperor who had absolute power and ruled for life.
- Famed Roman emperors include Augustus, Claudius, Trajan, Hadrian and Constantine.
- The Roman army was successful because it had a hierarchy where everyone followed the commands of higher-ranking soldiers and officers.

PE: Basic skills

 play competitive games and apply basic principles suitable for attacking and defending