

How you can help your child at home

- Hear your child read regularly and read to your child
- Help the children to become more independent in school by practising doing ties, top buttons and laces with them
- Practise number bonds, e.g. $30 + 70 = 100$.
- Help your child to improve their fluency with small numbers by practising quick recall of facts such as $6 - 4 = 2$ so that children can answer questions like this mentally (without using their fingers or equipment).
- Learn times tables with them. It is important that by the end of year three, the children are confident with 2, 3, 4, 5, 8 and 10 times tables
- Provide children with opportunities to use money and measures in a practical context (paying for parking tickets, shopping, weighing cooking ingredients, measuring liquids etc.)
- Find opportunities to discuss fractions in a practical context, e.g. splitting a cake into 4 equal parts (quarters) or eating half of a packet of sweets.
- Support the children with their homestudy - spellings and project work
- When practising spelling words, remind your child to think about the syllables in a word. They could clap it out, e.g. for-get, re-mem-ber, diff-i-cult.

Useful Websites (relating to topic)

<http://www.primaryhomeworkhelp.co.uk/geography/>

<https://www.natgeokids.com/uk/category/discover/geography/>

<https://www.theschoolrun.com/homework-help/rivers>

<https://spaceplace.nasa.gov/>

Summerville Primary

An Academy School

Plaw Hatch Close, Bishops Stortford, Herts, CM23 5BJ

Tel: 01 279 307477

Email: admin@summerville.herts.sch.uk

Website: www.summerville.herts.sch.uk

Headteacher: Mrs Carole Hinstridge

Deputy Head: Stephen Jess

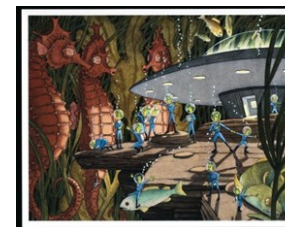
Assistant Head: Clare Bugg

Year 3 - Maple & Apple Class

Curriculum Newsletter

Summer Second Half Term 2019

Tomorrow's World - Is there anyone out there?



Class Teachers: Mrs Julia Brewer, Mrs Louise Purchase, Mrs Sally Ede,

Teaching Assistants: Mrs Sarah Moore, Mrs Louise Blaney, Miss Brown & Mrs McCrone

As part of our Tomorrow's World topic, Year 3 will be thinking about the question: Is there anyone out there? To begin with, we will be looking closely at the physical features of Earth and how these are represented on maps. We will consider the resources needed to sustain life and how these might take shape on another planet. We will be designing and mapping our own imaginary islands for a new planet, considering what physical features they will have and who, or what, might live there!

Personal, Social and Emotional Development

RE

Islamic religious festivals
Islamic and Christian stories.

PSHCE

Living in the wider world

- Rules and laws
- Safeguarding
- Democracy
- British Values

Communication, Language and Literacy

Recounts

Write eyewitness recounts and newspaper reports based on 'Tuesday' by David Wiesner

Information writing

Create an information booklet about an imaginary world

Reading

The Man on the Moon by Simon Bartram

Mathematical Development

Time

Tell and write the time from a 12-hour and 24-hour clock.

Find and compare durations of events

Measure time in seconds

Geometry and properties of shape

Identify and compare turns and angles, including right angles in shapes

Draw 2D shapes accurately

Identify horizontal and vertical lines and pairs of parallel and perpendicular lines

Recognise and describe 2D and 3D shapes

Make 3D shapes (topic - 3D maps)

Mass and capacity

Measure, compare, add and subtract mass and capacity

Knowledge and Understanding of the World

Science - Light and shadow

Recognise that light is needed in order to see things and that dark is the absence of light ; notice that light is reflected from surfaces and recognise that shadows are formed when the light from a light source is blocked by a solid object.

Computing

Use sequence, selection, repetition and variables in programs

Geography - understand the difference between physical and human features and use maps with keys to map physical features.

Tomorrow's World - Is there anyone out there?



Physical Development

Athletics and cricket

Football coaching

Rounders

Creative Development

Art and DT

Design and make a 3D map of an imaginary island

Create a 2D imaginary planet using a choice of marbling, pastels and/or water colour.

Music

Start to recognise some musical notes and symbols.