



Year: 3

Term: Autumn 2

Whole School Theme: The World Around Us



How have humans conquered the highest peaks on Earth?

ART

Collage a mountain scene

Replicate patterns observed in natural or built environments.

DESIGN AND TECHNOLOGY

Design and create a model of a mountain including features, PG

Have selected appropriate tools, methods and materials to construct their design

To apply understanding of how to strengthen, stiffen and reinforce more complex structures

MATHS

Number: Addition and subtraction – using the column method

Number: Multiplication and division – multiply and divide by 2, 4 and 8, using grouping and arrays

Reasoning and problem solving

PE

Indoor (Monday) – Gymnastics – balancing, symmetry, asymmetry and movement

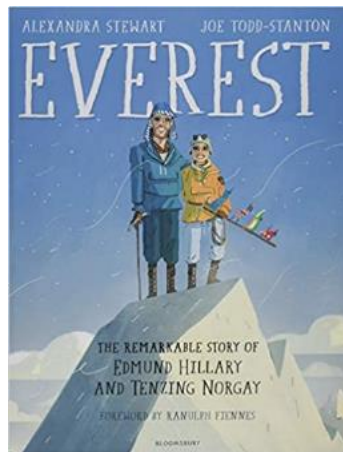
Outdoor (Wednesday) – Handball – basic techniques, rules and insight into the game

MUSIC

Describe and evaluate music using musical terms and create repeated patterns using a range of percussion instruments inspired by Mussorgsky's 'Night on the Bare Mountain'

Hook into Learning:

Hook: Video from a mountaineer who has conquered one of the highest peaks on earth



Topic Finale:

A guide to conquering the world's highest peaks

COMPUTING

E-safety

Coding – algorithms

RE/PSHE

RE – Islam, D

PSHE – Basic First Aid, Let's celebrate our differences, D

GEOGRAPHY

Use atlases, Google Earth and The Scale of the Universe to find key mountains and ranges and their location in the world (7 summits) PG, F

Include references to continents and countries, F

Geographical features of mountains, PG

Identify key mountains in the UK, F

Consider the achievements of mountaineers such as Sir Edmund Hillary and Tenzing Norgay, D, En, HG

SCIENCE

Forces and magnets

Explore different forces – pushes, pulls and magnetic

Plan and carry out an investigation involving magnets

Investigate how a compass works and make a compass

ENGLISH

Read a range of fiction and non-fiction texts related to mountains, including 'Everest' D, PG

Develop a broad descriptive vocabulary around mountains and write a story setting based on a mountain PG

Create non-chronological reports related to yeti/other mountain monster D, PG