

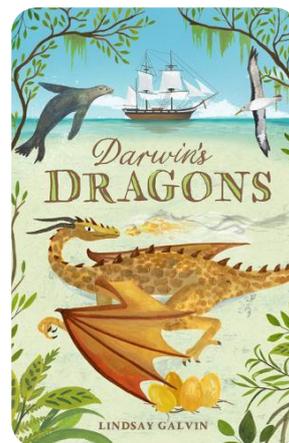
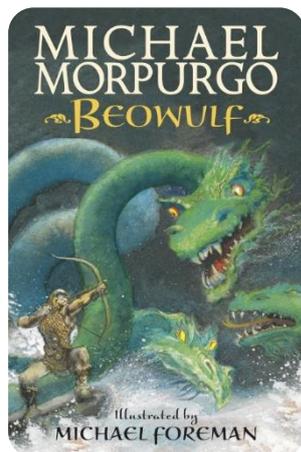
## Class 3 Autumn Term 2021

### English

In the first few weeks of the term we will watch the Literacy Shed clip 'Pigeon Impossible' and we will focus on journalistic writing.



As part of our Anglo Saxon and Vikings topic, we are reading Michael Morpurgo's stunning retelling of the oldest surviving epic in British literature, 'Beowulf'. We will be transported to fifth-century Denmark on Beowulf's terrifying quest to destroy Grendel, the foul fiend, a hideous sea-hag and a monstrous fire-dragon. Our written work will be based around our class text, and we will be practicing key grammar skills and extending our vocabulary, concluding the unit by writing a biography of Beowulf.



In the second half of the term we will be using texts that link to our Geography topic, Fantastic Journeys. We will read 'Darwin's Dragons' where cabin boy Syms Covington is on the voyage of a lifetime to the Galapagos Islands with the world-famous scientist Charles Darwin. But when Syms falls overboard during a huge storm, he washes up on an unexplored island. Stranded there, he makes a discovery that could change the world...

## Maths

In Maths, we are excited to continue our mastery approach to our lessons, developing our reasoning and problem-solving skills and gaining a deeper understanding of key mathematical concepts. We will be focusing, in depth, on securing our place value skills – learning numbers up to 1 million (Y5) or up to 10 million (Y6), comparing ordering and rounding numbers – as well as increasing our knowledge of the four operations. We will constantly be revisiting our times tables we have already learnt, becoming more confident with recalling our times table facts, as they are vital to so many different areas of Maths. Finally, we will look, in depth, at Fractions.



## Science

We will begin with the topic of Living Things and their Habitats where children will learn about the process of reproduction and the life cycles of plants, mammals, amphibians, insects and birds. The children will explore reproduction in different plants, including the different methods of pollination. The children will have the opportunity to take cuttings from plants, creating clones of the parent plant. They will learn about different types of mammals and their different life cycles. They will also learn about Jane Goodall and her work with the now-endangered chimpanzees in Africa. They will explore metamorphosis in insects and amphibians, comparing their life cycles. Finally, the children will explore the life cycles of birds, and will write and star in their own wildlife documentary comparing the life cycles of different living things.



After the half term break our Science topic will change to Electricity. Children will learn to represent circuits using symbols in a diagram. They will learn about two of the most important scientific inventors in the field of electricity – Thomas Edison and Nikola Tesla. They will get the opportunity to develop their understanding of what electricity is and how to measure it. As well as conducting their own investigation, they will get the opportunity to create their own torch.

## RE

In RE this term will answer the questions: 'What can we learn about religious diversity in our area?' and 'What can we find out about a local Muslim community?'

## History

Struggles for Power- Anglo Saxons and Vikings

In History we will be exploring who settled in Britain after the Romans and the struggle for control. We will develop our chronological understanding of when the Anglo-Saxons and Vikings existed, why they invaded, what kinds of people they were, if they really were 'the vicious Vikings, the impact they had on Britain, what they did differently and the same, the houses they lived in, their religion and finally we will provide a reasoned response to '*The Anglo-Saxons and Vikings were the same people and were nothing but vicious invaders*'.

## Geography

In Geography we will explore Fantastic Journeys- where could we go?. We intend to spark pupils curiosity about some of the fantastic places around the planet. Pupils will develop knowledge of where places are located and why they are there. Children will explore key human and physical characteristics, climate zones, biomes, vegetation belts, rivers and mountains, land use and distribution of natural resources. They will explore the use of longitude and latitude, time zones around the world and finally they will use decision making skills to answer the question: *Which Fantastic place should UNESCO put top of the list?*

## DT

In Design Technology we will design, make, test and evaluate a Viking Longboat with a pulley system and levered oars using Computer Aided Design (CAD) Software.



## Art

In Art we will explore the six main styles of Viking art. We will use our sketchbooks to develop our drawing of Viking knots and animal heads including a sketch of a Viking dragon head from a longboat using a variety of different shading techniques. They will then find out how to use a grid and including shading to give depth to a sketch of a Viking warrior. Finally, we will create a piece of Viking jewellery incorporating what they have learnt about Viking art throughout the unit as well as a clay dragon eye. Throughout the unit will use our sketchbook to develop our Art techniques.



## PE

Children in Class 3 will go swimming at the Teesdale Leisure Centre in the Autumn Term on a Friday afternoon.

In PE children will focus on Tag Rugby with our sports coach Adam and Mr Leinster. After the half term break they will focus on the core task game 'Wide Attack' and Acrobatic Gymnastics.

## French

Children will learn the vocabulary needed to answer the question 'Quel temps fait-il?' (What is the Weather?) and visiting En Ville (The Town).

## Computing

Children will develop their Computing Skills across the three strands of Computing. As part of their online safety work they will explore *Digital Friendships* to know how to reduce the risks posed by using Social Media by managing their friends list and privacy settings. They will design and create a simple game using Scratch to develop skills in writing their own algorithms as well as editing and debugging existing codes. Finally, they will work on creating their own website for a purpose.