Year 3 - Aut	umn 2 – Medium Tern	n Planning						
	The Big Draw	<b>Remembrance</b>	Catch Me Being		Parents	8th Dec	*I2th Dec	Class Parties
		Day	Kind week		Meeting:	Winter Fair -	Christmas	19th/20th
SEBRIGHT.	RE Day				27 <sup>th</sup> 2pm – 6	school closes	Jumper Day -	
<b>Special</b>	,		12th November		28 <sup>th</sup> 3.45pm	at 1:45pm	school	
Events	Book Fortnight	Book Fortnight	Diwali			LIT: Conferencing, editing and	fundraiser (Christmas Lunch)	Hoxton Panto Week
						publishing week (YRS 2- 6)	13 & 14 Dec EYFS & KSI NATIVITUY	*Thursday 21st school closes at 1:45pm
						8th Hanukkah Begins Yr3 sharing Assembly	14 &15 Y4 PANTO	19.12.23 STAFF PANTO
						Assessment week	15/12/23 YRS 3,5&6 CHRISTMAS CAROLS.	
	Week 8	Week 9	Week I0	Week II	Week I2	Week I3	Week I4	Week I5
	30.10.23	6.11.23	13.11.23	20.11.23	27.11.23	4.12.23	11.12.23	18.12.23
Standard	Always be in	Treat yourself	Be kind and help	Treat all	Behave	Achieve your	Listen without	Respond to an
of the	control of your	and others	others.	property with	sensibly and	best at all	interrupting	instruction
week	own behaviour.	with respect.		respect.	safely around the school.	times		straightaway.
Maths	Addition &	Addition &	Addition &	Multiplication	Multiplication	Assessment	Multiplication	Multiplication &
	Subtraction	Subtraction	Subtraction	& Division	& Division	Week	& Division	Division
	I. Recap Adding	I = subtract	I= Complements to	I=	I= Sharing and		I = Multiply by 4	I= The 2 4- and 8-
	methods	methods two	100	Multiplication	grouping		2= Divide by 4	times tables
	2. Recap	numbers (no	2= Estimate answers	equal groups	2= Multiply by 3		3=The 4 times	2= Times tables 11
	Subtracting	exchange			3= Divide by 3		tables	/12

	3. add two numbers (no exchange)	2= Subtract 2 numbers (across 100) 3= Add 2 digit and 3 digits 4= Subtract a 2- digit number from a 3-digit number	3= Inverse operations 4= Make decisions	2= Multiplication using the symbol 3=Using arrays 4= Times Table x2	4= The 3 times tables		3= Multiply by 8 4= Divide by 8	3= Inverse operation multiply and division 4= Inverse operation multiply and division
Literacy	Narratives – The Story Machine I. Exposure 2. Word Bank  Adapt week for INSET and RE day	Narratives The Story Machine I. Story map 2. Beginning 3. middle 4. end	NT & CLPE Project Narratives I Want My Hat Back Immersion Week I. Immersion — forest scape, drama walk, exploring the forest 2. Drama — Exploring the characters, building habitats, drama walk 3. Introduce story — words on a page, colour semantics word bank building 4. Re-read story, drama for hat, 'This is not a hat This is a', Hot Seating	NT & CLPE Project Narratives I Want My Hat Back I. Ode to the Hat'. – class/ group poetry writing. 2. Re-enact a scene – thought bubbles, music, props, 2 people form one part 3. Write up scene – direct speech 4. Create a scene outside of the story – thought bubbles, props, 2 people form one part	NT & CLPE Project Narratives I Want My Hat Back I. Write up scene – adverb starters and adverbial phrases 2. Story Map 3. Write story 4. Edit Writing	NT & CLPE Project Narratives I Want My Hat Back Assessment week & Sharing assembly rehearsals	Instructions How to Wash a Woolly Mammoth I.Exposure/ Drama 2.Features - use to reorder recipe instructions 3.Word Bank 4.Story Map	Instructions How to Wash a Woolly Mammoth I.Write 2. Edit 3. Act out

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	Tool sort. Which era would use what?  RE: What can we learn from the bible	using biscuits (some without milk!) and icing	location for a hill fort to be built.	tools, jewellery made.  Trip to British Museum –	Trip - Natural History Museum	Fossil art - tessellating patterns	Present results as a group.	
Creative: sketching	RE DAY SKETCHING THE BIG DRAW							
JIGSAW	Celebrating differences – Piece I	Celebrating differences – Piece 2	Celebrating differences – Piece 3	Celebrating differences – Piece 4	Celebrating differences – Piece 5	Celebrating differences – Piece 6	Celebrating differences – End of topic celebration	Unit Recap
Computing	Code.org https://code.org/	Code.org https://code.org /	Code.org https://code.org/	Code.org <a href="https://code.org/">https://code.org</a> <a href="https://code.org/">/</a>	Programming with Scratch activity I https://www.ilearn2.co.uk/y3scratch.html/	Programming with Scratch activity 2 https://www.ilearn2.co.uk/y3scratch.html/	Programming with Scratch activity 3 https://www.ilear n2.co.uk/y3scratch.html/	Consolidating Programming
PE	Fitness test, Basketball							
Music	Le Carnaval des animaux -Listen, Identify, and Describe how a musical feature and or element has been used to depict an animalUnderstand and experiment with tempo, dynamics, and pitch to match a briefCompose their own version of a melody line from Le Carnaval des animaux- Camille Saint-Saëns.							