

Literacy

Fiction - Comic books

- Study comic books taking account of their layout, language and sentence structure.
- Explore comic book characters and create some of their own character.
- Create their own comic book stories.
- Explore Viking Sagas and adventure stories.
- Create characters, setting and plots linked to the Vikings.

Non-Fiction - Information Texts

- Read and explore texts about Vikings.
- Look at layout, structure and language features.
- Create their own information pages.



Creative Development

Norse Viking Art

- Learn about Vikings and Norse art.
- Create Viking Portraits using different media.
- Explore and practise using colour and shading.
- Create a piece of Viking art.
- Create borders using Norse and Jelly art to decorate the final piece.

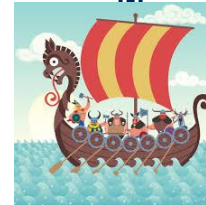
Moving Monsters

- Investigate objects and mechanisms which use air to make them work.
- Make simple pneumatic systems.
- Design, make and evaluate a moving monster with a pneumatic system.

Year 3

Raiders and Invaders

Miss Johnson
Mrs Allnutt



Maths (Discrete)

Place value

- Represent numbers to 100 and 1000
- Using a numberline
- Finding 1, 10 and 100 more/less
- Comparing objects to 1000
- Ordering numbers

Understanding + and -

- Mental calculation strategies
- Addition and subtraction written strategies
- Estimating and checking answers

Multiplication and division

- Revise 2, 5 and 10 times table
- Divide by 2, 5 and 10
- Multiply and divide by 3
- 3 times table

Science - Forces

- Compare how things move on different surfaces.
- Understand that some forces need contact between two objects, but magnetic forces can act at a distance.
- Observe how magnets attract or repel each other and attract some materials and not others.
- Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials.
- Describe magnets as having two poles.
- Predict whether two magnets will attract or repel each other, depending on which poles are facing.

Knowledge & Understanding of the World

Settlement and Land Use

- Use maps, atlases, globes and digital/computer mapping to locate countries of the UK and nearby and describe features studied.
- Begin to use the four main compass points to give/follow directions.
- Use a grid and letter/number co-ordinates to locate features/places on maps.
- Use fieldwork to observe, measure, record and present the human and physical features in the local area. Map out a short route with features in the correct order.
- Describe and understand key aspects of human geography including settlement and land-use. Links with Vikings.

Vikings - Who were the superheroes? Who were the villains?

- Learn about Viking raids and invasion, finding out about where they came from and why they invaded.
- Understand the resistance by Alfred the Great and Athelstan, first King of England.
- Study further Viking invasions and find out about Danegeld.
- Look at key aspects of Viking life.
- Explore Anglo-Saxon laws and justice.
- Find out about Edward the confessor and his death in 1066.
- Explore some of the Gods from Norse Mythology such as Thor and Odin.

