Music	Key Skills			English		Science	Key Skills
Singing	I can explore and comment on the way sounds can be used expressively; listen to and begin to respond to music drawn from different traditions. I can sing a tune with expression; sing in unison, becoming aware of pitch and volume; think about others while perform- ing. I can create repeated patterns with different instruments; I can improve my work; explaining how it has been improved.	To In	MODEL TE o write a persuasive novated write:	TEXT: The Great Kapok Tree by Lynne Cherry EXT: Persuasive letter from the rainforest creatures UNIT FOCUS: Persuasion letter. persuasive letter from an endangered animal		Working scien- tifically	I can investigate a question. I can plan and carry out simple experiments. I can set up a test to compare two things. I can set up a fair test and explain why it is fair. I can draw conclusions and suggest improvements. I can make a prediction with a reason.
	inprove my work, explaining now it has been improved.	In	dependent write:	-		Light	I can describe what dark is. I can explain why light is needed in order to see.
RE	Key Skills			ersuasive letter to the HT and governors to persuade them to Ily school by Reducing, Reusing and Recycling.			I can explore and demonstrate how a shadow is formed.
Easter	I know why Christians celebrate Easter. I know what Holy week is and what happened on Good Friday. I know what happened on Easter Sunday. I can name some of the symbols associated with Easter.						I can explore shadow size and explain. I can explain the danger of direct sunlight and describe how to keep protected. I can explain that light is reflected from a surface.
PE	Key Skills			'Ancient Egypt'		History	Kov Skille
PE Invasion Games	Sending & receiving : Explore s and receives abiding by the rules Dribbling: Explore dribbling the ball abiding by the rules of the game and under some pressure.		S	Year 3 – Spring Term 2 'Ancient Egypt' Subjects and skills		Ancient Egypt	Key Skills I can understand key features of Egyptian society. I can understand the main differences between today and then; understand why the Nile is still so important today. I can research what it was like in a given period of history and present my findings to an audience; analyse actions of people in histori-
				Maths			cal settings. I understand how Ancient Egyptians spent their leisure time.
	I can create interesting point and patches balances.			We follow the National Curriculum Year 3 Programme of Study in Maths. Topics			Contraction of the second second second
Gymnastics	I can develop stepping into shape jumps with control.	f	or this half term incl	lude measure, fractions, shape and angles.	6	Languages	Key Skills
	I can develop the straight, barrel and forward roll. I can transition smoothly into and out of balances. I can create a sequence with matching an d contrasting actions		4.2.5			French	Recall and write simple words from memory I can introduce and describe myself. I can identify instruments, classroom objects, colours and days of the week.
	and shapes.	10	Art and	Key Skills			I can name animals.
A DESCRIPTION OF THE	I can create a partner sequences incorporating equipment.		Design		-		I can use un/une to show gender.
Computing	Key Skills	8	Ancient	I generate realistic ideas based on user needs; use a range of drawing skills, discussion and prototypes.			I can count up and down from 11 to 20
Online safety	I can recognize how a site's fun and interesting features help	-	Egyptian	I can order the main stages of making; select suitable	-		l can write the number when said in French.
Programming-	sell the product. I can identify the objects in a Scratch project (sprites, back-		Chariots	tools, equipment, materials and components and explain their choices. Follow procedures for safety.	3		I can give a name of someone else.
Sequence in music-Scratch	drops). I can explain that objects in Scratch have attributes (linked to). I can recognise that commands in Scratch are represented as blocks. I can identify that each sprite is controlled by the commands I			I can measure, mark out, cut, shape, assemble, join, com- bine and finish with some accuracy. I can know that materials have functional and aesthetic qualities.			I can recall different phrases and use them in a conversation.
	choose. I can choose a word which describes an on-screen action for			Evaluate ideas and products against their design criteria.			
	my design. I can create a program following a design.					PATHS/RSHE	Kov Skills
	 I can start a program in different ways. I can create a sequence of connected commands. I can explain that the objects in my project will respond exactly to the code. I can explain what a sequence is. I can combine sound commands. I can order notes into a sequence. I can build a sequence of commands. I can decide the actions for each sprite in a program. I can make design choices for my artwork. 					Friendships and getting along with others.	Key Skills I now how to be safe and happy and how to manage social, academic and . I can problem solve, manage feelings and emotions, knowing that all feelings are ok but not all behaviours are ok. I know the Falcon values and the Golden Rule.