

Chacewater School LEAP Curriculum



Class:Y3	Curriculum Driver: His	currict	ılum Theme: Char	ואבי ווו טוונמווו ווטו	ii tile Stolle Age to	non Age Di	tish values:	LIDEITY	Term: Autumn 2
Local	ocal Engaging			Aspiring/ambitious			Powerful/purpose		
				Se	equence of Learn	ing			>
<u>Subject</u>	Intent and links to previous learning	1	2	3	4	<u>5</u>	<u>6</u>	7	Outcome/Composite
History Changes in Britain from the Stone Age to the Iron Age	Children will expand their learning and develop their understanding of the Stone Age, Bronze Age and the Iron Age. They will develop their awareness on the impact that each period had and why it caused the other periods to happen.	When did the Stone Age, Bronze Age and Iron Age take place and which period lasted the longest? - Timeline Chronology of Stone Age, Bronze Age and Iron Age	Which period of the Stone Age would you rather live in and why?	What were the major changes from the Stone Age to Bronze Age?	How much did life really change in the Iron Age, and how would we possibly know?	Do you think the Bronze Age or Iron Age is more impressive and why?			Children will understand the major changes from the Stone Age through to the Iron Age, identifying what effect these changes had on society.
Geography Stone Age settlements	Human and physical features Builds upon place knowledge of the UK (Y1 & 2).	Human and Physical Why did the stone age civilization choose to settle where they did?							Children will be able to identify 5 different Stone Age architecture sites from around the UK, and explain why they think people chose to settle there.

Computing Stop-Frame Animation	Children will learn the skills to set up and create a storyboard. They will learn the importance of small changes to make each frame different and effective to their story.	Can a picture move? To create their own animation flip book by drawing a sequence of pictures.	Frame by Frame To be able to explain and understand why little changes are needed for each frame	What's the story? To create a storyboard, breaking down the story into characters, settings and events.	Picture Perfect To be able to use onion skinning to help make small changes between frames	Evaluate and make it great To evaluate ways to make my own animation better.	Lights, camera, action To evaluate the impact of adding other media to an animation		Children will use a variety of techniques learnt from this unit to create a stop frame animation based on their own story using tablets to record and present to others.
Healthy and varied diet (including cooking and nutrition requirements for KS2)	Children are aware that there is a need for a variety of foods in a healthy diet Y3 Children will use their knowledge of the food wheel to understand what ingredients contribute to make a healthy dip.	To Evaluate a range of bought dips, recording opinions on appearance, smell, taste and texture.	To design their own healthy dip.	To learn about the importance of hygienic food preparation and storage.	To identify a purpose for their dip e.g. for a Christmas party and establish criteria for a successful product.	To evaluate their product against original design criteria.			Children will be confident in evaluating their own healthy dip after planning, preparing and then making.
Music Singing (performance)	Children will be introduced to a variety of songs to learn as a group.	Begin singing. Singing performance and recording.	Learn song words - including structures of songs.	Learning song words - including parts.	Learning song words - Performance techniques	Learning song words - voice projection in different acoustics	Critique performance and improve	Be able to confidently sing as part of a large group in front of an audience.	Sing songs as part of the whole school performance by heart.
French Animals	Children will be introduced to ten different animals in French.	To learn five animals in French with the correct indefinite article/determiner.	To learn five different animals in French with the correct indefinite article/determin er.	To consolidate all ten animals learnt by learning how to spell and say these words out loud.	To explore and understand that there are more indefinite articles in French compared to English.	To become familiar with the 1st person high frequency irregular verb 'je suis' (I am) from the verb être (to be).	To revise over units.		Children will be able to confidently identify the animal names in French, understanding how to spell and say these words out loud.
What do Hindus believe God is like? 2.7	Children will be introduced to Hinduism, developing their awareness for other beliefs and Gods in the Hindu religion.	To be able to recognize Hindu symbols and explain how they link to the God Brahman.	To be able to identify some Hindu deities and say how they help Hindus describe God.	To be able to explore the Trimurti and the importance of Brahma, Vishnu, and Shiva in the context of the idea of the cycle of life.	To be able to investigate a number of statues and pictures of Gods and Goddesses to find out what they show about the nature of God.	To be able to explain how Hindus show worship in their home	To be able to explore the story of Rama and Sita and the link to the celebration of Diwali.		Children will be able to discuss the belief in Brahman and the impact he has for people who celebrate the Hindu religion.
RSHE	Valuing and respecting one another.								

Similarities and Differenc es								
Gymnastics	Using and applying balance and agility fundamental skills. Pupils work collaboratively to explore, create and perform movement sequences.	Travel - floor	Travel - hand apparatus	Travel - hand apparatus	Rotation - Floor work	Rotation - partner work	Rotation - partner work	Pupils are able to apply fundamental skills in a gymnastic specific context, showing an aesthetic awareness for their movement when creating and sharing movement sequences.
Real PE - Real P.E Unit 2 Social Jumping & seated balance		Jump & land To be able to: Jump forwards, backwards, side to side.	Jump & land To be able to: Jump 2 feet to 2 feet ¼ turn Stand on a line and jump from 2 feet to 1 foot- freeze on landing	Jump & land To be able to: Jump ½ turn, both directions. Tucked jump. Tucked jump ½ turn, both directions.	Seated balance To be able to: Hold a seated balance with 2, 1 or 0 hands and/or feet down	Seated balance To be able to: Move an object from one side to the other: - swap hands - same hand reaches across	Seated balance To be able to: Hold dish shape for 5 seconds	
		Class text: Rut Shared Reading	Illustrated Grimm's Fairy Tales					