

Curriculum Medium Term Plan – Autumn 1 2019 – Year 3

Core Text: Journey

Topic: Urban Pioneers

	Week 1 (2 days only)	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Text Type		Diary Entry Identifying key features. Text mapping.	Diary Entry Imitation Creating diary entry of character.	Diary Entry Innovation. Creating own diary entry.	Narrative Identifying key features. Text mapping	Narrative Imitation Creating a narrative from the story	Narrative Innovation Create own narrative story	Poetry Haiku
Grammar and Punctuation and Active English focus	1 st person. Expanded Noun Phrases. Adjectives	Adverbials of time. Sentence types.	Adventurous adjective Subordinating Conjunction.	Homophones.	Adventurous adjective Subordinating Conjunction.	Adventurous adjective Subordinating Conjunction	Syllables	Adventurous adjective
Spelling	Year 3 and Year 4 words	Year 3 and Year 4 words	Year 3 and Year 4 words	Year 3 and Year 4 words	Year 3 and Year 4 words	Year 3 and Year 4 words	Year 3 and Year 4 words	Year 3 and Year 4 words
Terminology (technical vocabulary)		Past tense Sign off. Chronological order Paragraphs Greeting	Past tense Sign off. Chronological order Paragraphs Greeting	Past tense Sign off. Chronological order Paragraphs Greeting	Past tense. Third person Paragraphs Adjectives Expanded noun phrases	Past tense. Third person Paragraphs Adjectives Expanded noun phrases	Past tense. Third person Paragraphs Adjectives Expanded noun phrases	Past tense. Third person Paragraphs Adjectives Expanded noun phrases
Greater Depth SC								
SEND SC		To understand some features of Diary entries.	To understand some features of Diary entries.	To understand some features of Diary entries.	To identify the beginning, middle and end of a story	To write simple sentences about a story.	To use linking sentences.	To build a range of adjectives.
Handwriting	Long ladder letters.	Round letters. a d g c e	Round letters. B p o	Ascenders	descenders			
Cross-curricular Writing Opportunities		Rules and Routines. Poster of Sandiacre. Persuasive advert for Sandiacre.						



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Science objectives			Understand that dark is the absence of light. Natural light in the world.	Man Made light in the world. Art link-motorway.	Classify a range of objects as either light sources or reflectors.	Explain how shadows work.	Explain how shadows work. Experiment how to change shape and size.	Sun safety
History objectives								
Geography objectives	Where is sandiacre?	What is in sandiacre?	What can we find out about sandiacre?	How has the geography changed over time?	Create sketch maps of the area.	How do people live in Sandiacre (House types)	How has transport changed over time?	Find appropriate information off a map?
Religious Education objectives	Buddhism	Buddhism	Buddhism	Buddhism	Buddhism	Buddhism	Buddhism	Buddhism
Art objectives	Take photographs and explain their creative vision. I can photograph patterns and shapes.	Identify interesting aspects of objects as a starting point for work.	Use a range of drawing media to draw natural and manmade items giving attention to pattern, shape and form.	Compare with Keith Haring work.	Graffiti artist visit.			
Design and Technology objectives								
PSHE objectives		British Values	Brilliant Breathing	Brilliant Breathing	Brilliant Breathing	Brilliant Breathing	Brilliant Breathing	Brilliant Breathing
Computing objectives		E-Safety A1 I can use technology safely, respectfully and responsibly	E-Safety A2 I can recognise acceptable and unacceptable behaviour	E-Safety A4 I understand the internet contains fact, fiction and	Programming C2 I can use sequence, selection and repetition in programs.	Programming C1 I can design, write and debug programs	Programming C4 I can evaluate effectiveness	Programming C3 I know how to detect and correct errors in



		A5 I understand what personal information should be kept private A6 I know that passwords keep information secure and they should be kept private	A3 I can identify a range of ways to report concerns about content and contact	opinions and begin to distinguish between them			and debug if required	algorithms and programs.
Music objectives								