


<p><u>Design.</u> Pneumatics We will be investigating types of pneumatic systems, We will be generating, developing ideas and designing a pneumatic toy ensuring the product is fit for purpose and finally analysing and evaluating a product against our own designs</p>	<p><u>Art</u> Looking at line. We will be looking at the artistic styles of Picasso, Henry Moore, K. Hokusai, their different uses of lines and highlight that line work can take many forms and create varied pieces of art. Children will then develop skills in creating lines in many forms, including a focus on tone of line work through application of pressure when holding a pencil.</p>	<p><u>Geography</u> In this unit, we explore what is meant by local. We will recall key features of maps and learn to read OS symbols associated with roads, railways, buildings and leisure. We will build on previous learning about compass points and will be introduced to the intercardinal points NE, SE, SW, NW and to 4point grid references to find a particular square within a map.</p>	<p><u>History.</u> This unit of work explores the first part of our story as humans and helps us to build the chronology of people and how they have lived in different parts of the world in the past. We will learn how artefacts and remains are evidence of the past, and that these can be used to support historical theories about how people in the Stone Age lived. We will also learn about how archeologists use science to explore theories and answer questions about the past.</p>
<p><u>RE</u> What is like for someone to follow God?</p>	 <div data-bbox="752 711 1514 999" style="border: 1px solid black; padding: 20px; margin: 0 auto; width: 60%;"> <p style="text-align: center;">Year 3 Autumn Term 1 2025</p> </div>		<p><u>Writing</u> This term we will be looking at Narrative. We will be learning about expanded noun phrases, punctuating direct speech and triple repetition. Using our new skills, we will then be writing a piece of narrative based around legends.</p>
<p><u>Computing</u> We will be looking at computing systems and networks including network infrastructure devices like routers and switches.</p>	<p><u>Music</u> We will be learning how changes in tempo, dynamics and texture can create effects in music. We will be developing a graphic score considering dynamics, tempo and texture.</p>	<p><u>PE</u> Fundamental Skills Swimming</p>	<p><u>Maths</u></p> <ul style="list-style-type: none"> • Place value- Representing, ordering and partitioning numbers up to 1000. • Addition and subtraction – Looking at these skills using 2 and 3 digit numbers.