

Kynance Cove Class...

'Dungeons & Dragons'



Driving Question:

How can we bring legends to life?

REAL outcome: Presentation of legends in manner of own choosing



Class Readers:

- Stories of King Arthur
- The Boy Who Grew Dragons
- Dragonology
- The Lion, The Witch and The Wardrobe

English

- Familiar settings
- Non-chronological reports
- Character and setting descriptions
- Y3 SPaG curriculum
- Word recognition and comprehension



Mathematics

- Number and Place Value (numbers up to 1000)
- Addition and subtraction (using concrete, pictorial and abstract methods)
- Multiplication and division
- Reasoning skills (Why...? Explain..., Prove it!)



PE

- Swimming
- Circuit Training
- Hockey

Science

- Magnets and Forces
- Animals, including humans
→ Knowledge, application, investigating, asking questions, evaluating



Computing

- We are presenters
→ Internet safety, animation, Pages, iMovie, green screen

RE

- Jesus as a historical figure
- The parables of Jesus

History / Geography

- Structure, location and history of castles and castle-life
- How crime and punishment has changed

PSHE

- Being me in my world
- Celebrating Difference

Art / D&T / Music

- Use a variety of materials with increasing accuracy and intent
- Using voice with control / listening with attention

TRIPS / EXPERIENCES

- Pendennis Castle
- Lantern-making (for Trengwainton Lantern Walk)

How you can help...

- Model questions – 'I wonder ...'
- Visit library, share books / research, ...
- Reading – as often as possible ☺
- Spellings, Times tables, ...

www.twinkl.co.uk/resources/parents
<https://play.edshed.com/login>
<https://play.trockstars.com/>



Moving towards Christmas...

