

HOOK:

Stone Age Day

PROJECT OUTCOME:

Performing Stone Age poetry at Chysauster Ancient Village.

ENGLISH

- Diary entries
- Descriptive and shape poetry
- Instructions
- Oracy – talking about inventions
- Fables
- Year 3 SPaG curriculum

CLASS READERS

- Stone Age Boy
- The Stolen Spear
- The First Drawing
- How to Wash a Woolly Mammoth
- Non-fiction and poetry about the Stone Age through to the Iron Age.



HISTORY / GEOGRAPHY

- Changes from the Stone Age to the Iron Age – daily life, hunting, farming, family, tools, cave painting, Stonehenge, settlements and how these all adapted through the Ages.
- Compare Chysauster with another UK locality (Skara Brae).

YEAR 3...

‘Through the Ages: Where will our journey take us?’

PE

- Football
- Weekly PE sessions with Mr Trudgeon

MATHEMATICS

- Place Value
- Addition and subtraction
- Multiplication and division
- Times tables

RE

- What do Christians learn from the creation story?
- How do festivals and family life show what matters to Jewish people?

SCIENCE

Animals, including Humans

- Identify that animals, including humans, need the right types and amount of nutrition.
- Identify that humans and some other animals have skeletons and muscles for support, protection and movement.

Rocks

- Compare and group together different kinds of rocks on their appearance and physical properties.
- Describe how fossils are formed when things that have lived are trapped within rock.

TRIPS / EXPERIENCES

- Chysauster Ancient Village (History)
- Godolphin Hill (Geography/Art)

How you can help...

- Model questions – ‘I wonder..’
- Visit a library, share books / research, ...
- Daily reading, TTRockstars, EdShed, times table practise

www.twinkl.co.uk/resources/parents



PSHE

Being Me in My World

- Create our class ‘Learning Charter’
- Celebrating Difference
- Create a celebrating difference ‘Hall of Fame’ display

ART / D&T / MUSIC

- Art: Sketchbook work, create textures and patterns, Lascaux Cave paintings using charcoal and earth pigment
- D&T: Stone Age tools and jewellery
- Music: Writing Music Down and Playing in a Band



COMPUTING

Computing systems and networks

- Develop understanding of digital devices, with a focus on inputs, processes, and outputs.

Programming A – sequencing sounds

- Explore the concept of sequencing in programming through Scratch.