



Maths

Place Value

- Representing and partitioning 3 digit numbers using concrete resources.
- Counting in 50s and 100s.
- Finding 1, 10 and 100 more and less.
- Placing and estimating numbers on a number line.
- Ordering and comparing numbers.

Addition and Subtraction

- Adding and subtracting 2 and 3 digit numbers.
- Crossing over and exchanging.
- Estimating answers.

Cross-curricular Maths

We will use our maths skills to help us create Stone Age tools and traps on our Stone Age Day.

PSHRE

- We will look at what makes a successful civilisation.
- We will consider what rules would stone age people have followed? Would they have laws?
- We will investigate Stone Age hygiene!
- We will explore Stone Age religion and values.

Science

- We will compare and investigate different types of rocks.
- We will investigate the rock cycle by creating our own model rocks and conducting experiments.

Investigation- Disappearing Soil

English

- We look at and write adventure stories, focusing on choosing exciting language to excite the reader.
- We read the Stone Age Boy, to inspire us for this.
- We also write non-chronological reports about the Stone Age era, focussing on Skara Brae and the life of a Stone Age person.
- In poetry, we look at riddles and create our own Stone Age riddles with an emphasis on using descriptive language.

Cross-curricular writing

Although most of our English learning is already linked to our topic, at the end of each English topic we will write a piece of work linked directly to the Stone Age. These include writing about Ug's Visit.

Year: 3

Term: Autumn 1

Topic: Ug!

Special Events:

- Stone Age Day.
- Ug Visit



Music

- We will create our own piece of music inspired by Stone Age animals.
- We will create a celebration composition.

History/Geography

- We will create drama and freeze frames of Stone Age scenes.
- We will discuss and work in groups to order different time periods.
- We will learn about life at Stone Age settlements and Stone Henge.
- We will use interactive websites to research the Stone Age way of life and why people settled where.

Computing

- We will learn about animation to create Stone Age animation.
- We will look at different animation techniques.
- We will create animal prints using media software.
- We will take and edit photographs of nature.

Art/Design

- We will draw Stone Age animals.
- We will research and create Cave Art.
- We will create our own paints.
- We will make our own Stone Age tools.
- We will design and make models of Stone Age homes.
- We will create a Stone Age Feast!

PE

- We create and perform dances based on a Stone Age hunt and celebration.
- Spear hunting in the swimming pool.

Outdoor

- We design our own hunting traps and tools.
- We design Stone Age style shelters and then build them on the field.