



<p style="text-align: center;">Maths</p> <ul style="list-style-type: none"> We will begin our term by looking at Geometry focusing on 2D and 3D shapes. We will also look at scaling and translating 2D shapes. We will then focus on Place Value looking at 2 and 3-digit number and how to represent them in different ways. Finally, we will look at estimating and how this can help us to predict and check. <p style="text-align: center;">Cross Curricular Maths</p> <p>We will use our maths skills to help us create Stone Age houses and measure ingredients when cooking.</p>	<p style="text-align: center;">English</p> <ul style="list-style-type: none"> We will look at and write adventure stories, focussing 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. <p style="text-align: center;">Cross Curricular Writing</p> <p>Although most of our English learning is already linked to our topic we will also produce a recount about when Ug visits.</p>	<p style="text-align: center;">History</p> <ul style="list-style-type: none"> We will discuss and work in groups to order different time periods using a timeline and the correct terminology. We will learn about life at Stone Age settlements and how it changed during the Bronze and Iron Age. We meet and question a Stone Age man.
<p style="text-align: center;">PSHRE</p> <ul style="list-style-type: none"> We will look at what makes a successful civilisation. We will consider the rules Stone Age people would have followed and if they would have had laws? We investigate Stone Age Hygiene! We explore Stone Age religion and values. 	<p style="text-align: center;"></p> <p style="text-align: center;">Year 3 - Autumn 1</p> <p style="text-align: center;">Special events: Ug Visit Stone Age day</p> <p style="text-align: center;"></p>	<p style="text-align: center;">Computing</p> <ul style="list-style-type: none"> We will learn about animation to create Stone Age animations. We will look at a range of animation techniques. We will create animal prints using media software. We will recap how to save and open documents.
<p style="text-align: center;">Science</p> <ul style="list-style-type: none"> We will compare and investigate different types of rocks. We will investigate the rock cycle by creating our own model rocks and conducting experiments. We will discuss how fossils are formed. <p style="text-align: center;">Investigation - Disappearing Soil</p>		<p style="text-align: center;">Art/Design</p> <ul style="list-style-type: none"> We will select and use a range of materials for effect to create Stone Age collages. We will design and build models of homes that would fit in the era by cutting and joining using a range of tools and techniques. We will bake a foraged fruits tart.
<p style="text-align: center;">Music</p> <ul style="list-style-type: none"> We will create our own piece of music inspired by Stone Age animals. We will create and transcribe celebration compositions and work with a group to evaluate them using the correct terminology. We will sing in tune as a group and begin to develop the confidence to sing alone. 	<p style="text-align: center;">Geography</p> <ul style="list-style-type: none"> We will use interactive resources and maps, focussing on grid references, to research the Stone Age way of life and why people settles where they did, including looking at the physical and human features. We will look at land use patterns in the past and how they have changed since. We will use compasses to navigate using all four compass point directions. 	<p style="text-align: center;">PE</p> <ul style="list-style-type: none"> We create, perform and evaluate dances based on a Stone Age hunt and celebration. <p style="text-align: center;">Outdoor</p> <ul style="list-style-type: none"> We design our own hunting traps and tools. We design Stone Age style shelters and then build them on the field. Spear hunting in the swimming pool.