



Year 3 Spring 2 Newsletter

Age Of Stone

Volcanoes and earthquakes

In this booklet you will find information on some of the things your child will be covering in class. You will also find a few ideas of how you can help your child at home.

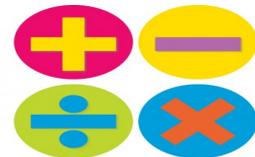
We value your support in working with us and hope that you will find this information useful.

ENGLISH

- Learning how to use features of play scripts based on Roald Dahl novels.
- Reading the story 'Stone Age Boy' and using the features of adventure stories to write own caveman adventure stories.
- Develop setting and characters.
- Focusing on language to create effects e.g. Building tension and creating suspense.
- Learning to write in the 1st person.



MATHEMATICS



- Measuring the perimeter of 2d shapes
- Drawing 2d shapes, identifying different types of line including horizontal, parallel and perpendicular.
- Identifying obtuse, acute and right angles in 2D shapes.
- Add and subtract fractions with the same denominator.
- Tell and write the time from an analogue clock, including using roman numerals (12 and 24 hours)
- Learning vocabulary such as morning, afternoon, noon am, pm and midnight.
- Measure, compare, add and subtract lengths (m/cm/mm) ; mass (kg/g) ; volume/capacity (l/ml)

UNDERSTANDING THE WORLD

- Researching Stone Age to Iron Age period in history.
- Investigating the tools and resources available in the Stone Age through an interactive workshop.
- Exploring and creating our own cave paintings.
- Creating our own stories based on cave paintings.



PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Recognising my worth as an individual by identifying positive things about myself, and my achievements and starting to identify an area that needs to be strengthened.
- Recognising and challenging gender stereotypes by understanding that males and females can do the same tasks and enjoy the same things
- Learning the importance of feeling confident and valued and start to think about how to talk about my feelings.



PHYSICAL DEVELOPMENT

Orienteering

- Outdoor and adventure games.
- Following a map in familiar contexts.
- Using clues to follow a route and following a route safely.
- Working in teams to reach a goal.





EXPRESSIVE ART AND DESIGN

- Creating a cave painting using different tools and materials.
- Designing a pulley structure.
- Evaluating a prototype and making appropriate changes.
- Testing a final design.

HOME LINKS



- Support your child with weekly homework, practising multiplication facts and spellings.
- To ensure that your child accesses Bug Club for reading / Mathletics for maths x3 per week as part of homework.
- Listen to your child read books from their class library.
- There are numerous study guides available for the KS2 2016 Curriculum available at all good book shops and bbc.co.uk/bitesize KS2 covers the themes in Maths and English that the children have been learning about this year.