

Summer 1 Overview Year 3

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
	15/04	22/04	29/04	06/05	13/05	20/05
Reading	'Madame Pamplemousse and her Incredible Edibles' by Rupert Kingfisher (class text) immersion week.	Retrieve, infer, building fluency: Non-fiction – Romans (History). 'The Roman Soldier's Handbook' by Lesley Sims (key Writing text) immersion.	Retrieve, infer, building fluency: Novels (Dragons)	Retrieve, infer, building fluency: Non-fiction – skeletons (Science).	Retrieve, infer, building fluency: Writing text immersion – 'Escape from Pompeii' by Christina Balit (key Writing text).	Retrieve, infer, building fluency: Picture books
Writing	Key test: 'Escape From Pompeii'. Skills for writing a narrative: possessive apostrophes, punctuating direct speech, using past tense verbs.	Model write: Writing an escape story based on the first half of 'Escape from Pompeii'.	Independent write: Writing an escape story based on the second half of 'Escape from Pompeii'	Key text: 'The Roman Soldier's Handbook' and photographs from the trip to Upton Country Park. Skills for instruction writing: time adverbs, imperative verbs and organised layout.	Model write: Writing a set of instructions on how to create a Roman standard (based on trip).	Independent write: Writing a set of instructions on how to create a Roman clay pot (based on trip).
Maths	Place Value: Numbers up to 1000	Addition: Adding across 10s and 100s	Subtraction: Subtracting and exchanging	Multiplication: 3, 4 and 8 as well as written methods for 2 digit	Division: 3, 4 and 8 as well as written methods for 2 digit	Money: Recognise money

History	To know about the	To know about the	To know the	To compare the	To identify the causes		
	invasion of Britain by	Boudicca rebellion.	achievements of the	buildings of the Iron	and consequences of		
	the Romans.		Romans in Britain	Age and the Romans.	the invasion of England.		
	To know about the		(impact and legacy).				
	trade links and						
	expansion						
RE	To know that Muslims	To know that God	To know that Adam and	To know that Adam and	To know that Adam	To understand the	
	believe in one true	made Adam and	Eve disobeyed Allah.	Eve were sent from	was Allah's successor	importance of Adam to	
	God.	Hawwa, known as Eve.		paradise to Earth.	on Earth.	Muslims and make	
						connections to other	
						important people in	
						religions.	
DT	I know what makes a	I know how to measure	I know how to develop	Safety Curriculum	Safety Curriculum	I know how to evaluate	
	good Roman catapult	and cut with some	a design specification.	know how to apply my	I know how to apply my	my Roman catapult.	
	by evaluating pre-	accuracy.		knowledge to make a	knowledge to make a		
	existing products		110	Roman catapult	Roman catapult.		
Music	Roman music	Roman music	Roman music	Roman music	Roman music	Roman music	
DE /	Doundars / Handhall	Rounders / Handball	Doundars / Handhall	Douglass / Handhall	Douglass / Handhall	Rounders / Handball	
PE /	Rounders / Handball	Rounders / Handball	Rounders / Handball	Rounders / Handball	Rounders / Handball	Rounders / Handball	
Games							
	Swimming						
RHE	I can discuss and share	I can identify the roles	I can know about the	I can reflect on the	I can explore families of	I reflect upon my family	
INIL	what I think the word	and responsibilities of	expectations for males	expectations for males	others around the	and the families of	
	mac r chilling the Word	2 responsionates of	expectations for males	and account to the state of the	Tanera ar a and and	and the farmies of	

	'relationships' means.	each member of my	and females in families	and females in families	world.	others around the
		family.	around the world.	around the world.		world.
Spanish	Little Red Riding Hood: Listening and vocabulary	Little Red Riding Hood: Listening and vocabulary	Little Red Riding Hood: Listening and vocabulary	Little Red Riding Hood: Listening and vocabulary	Little Red Riding Hood: Listening and vocabulary	Little Red Riding Hood: Listening and vocabulary
Computing	Know how a sprite moves in an existing project.	Know that a sprite can move in four directions using a program.	Know that a program can be adapted to a new context and real world design choices.	Know that a program can be developed by adding features.	Know that bugs in a program can be identified and fixed.	Know how a maze- based challenge can be designed and created using a program.

