



Iver Village Junior School

TEACHERS:	
PE	This Term Year 3 PE is taught on a Monday afternoon by our Sports Coaches - Mr Hawkes and Miss Askew. Please ensure your child comes prepared for their PE lessons with the correct PE kit and that it is named.
SPELLINGS	At the beginning of the half term your child will be given all of the spellings for each week. Children will be tested every Friday on the spellings for the previous week.
READING HOMEWORK	Daily reading and discussion about their book. Please make sure your child is reading every day and that you have signed their blue reading record book. Please ensure that your child has their reading record and book in school every day.
HOMEWORK TIMETABLE	Friday- Maths and English homework set each week. Wednesday- Homework handed back in to class teacher; if this does not happen then your child will complete their homework on Thursday lunchtime.
To support your child this half term you could: <ul style="list-style-type: none">• Encourage and support their reading at home.• Help your child to practise their times tables.• Ensure they bring the correct equipment to school, including PE kit.• Research animals so that your child has loads of fun and interesting facts ready for our topic on animals.• Visit an art gallery to look at some of the masterpieces in preparation for our work on pointillism.• Discuss recent or historic inventions and what impact these have had on our daily lives.	
For some detail of what we'll be covering in each of our subjects please look at our curriculum map.	

English

Reading will be a focus during guided reading sessions; children will be given the strategies and skills to develop into fluent, independent readers. During English and big writing lessons children will focus on developing their writing abilities and will advance in their understanding of different genres. Within this term we will cover non-chronological reports, narrative and poetry. In addition, spelling and grammar will have a weekly focus.

Science

Animals Including Humans:

Why do humans need food? What foods do we need and in what quantities? Why do humans have skeletons? What are skeletons made from? What are muscles for and how do they work? What is the structure and function of muscles?

RE

Traditions:

Why are traditions important to people? What do these represent and mean to them?

Maths

Children will be using the resource Numicon to ensure they develop a deep and thorough understanding of the four operations. Also, we will be working on both written and mental calculation strategies. Children will begin solving problems involving both time and money with a focus on understanding the mathematical vocabulary. In addition, they will begin ordering fractions and adding decimals.

History/Geography Inventors and Inventions:

What is an invention? What key inventions changed the way we live? Which inventors helped shape the world? Can I identify a modern day problem and discuss a plan for an invention to solve it?

Art/DT

Pointillism:

Who was George Seurat? What do I like or dislike about pointillism? How can we paint in the pointillist style? What are the features of the pointillist style of painting?

Light:

How can I design a picture? Can I design a picture using light as a resource? How do I evaluate and improve my own work?

French

How do I greet people in French? How do I speak and understand numbers 1-12? How do I say days of the week and months of the year in French? How can I ask when someone's birthday is? How can I wish someone a happy birthday?

PSHE

Global Awareness:

How can I recognise similarities and differences between people? How can I understand the feelings connected to change? What can I do to make a newcomer feel welcome? How can I recognise what I am good at?

PE

How can I develop my rhythm, coordination and motor skills? What are the rules of handball? Can I develop my coordination skills and control whilst playing handball? How can I develop my stamina whilst running long distances? Can I achieve a personal best?

Computing

How do I programme an animation? How can I write a program to achieve specific goals, including solving problems?

