

# Year 3 Summer 2: Ancient Civilisations

## Curriculum connections

### English

#### Speaking and listening:

To rehearse orally ideas for writing.

#### Writing:

Use a variety of punctuation.

Write in a given tense consistently

Use ideas from modelled examples to plan writing.

Use ambitious word choices to add detail.

To spell many words with suffixes correctly.

#### Reading:

Drawing simple inferences with evidence such as inferring character's feelings.

Reading with an awareness of the audience.



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### Maths

Identify, represent and estimate numbers using different representations.

Read, write, order and compare numbers up to 1000 in numerals and in words.

Recognise the place value of each digit in a 3-digit number.

Solve number problems and practical problems including missing number.

Count from 0 in multiples of 4, 8, 50 and 100 and find 10 or 100 more or less than a given number.

Add and subtract up to 3-digit numbers mentally/using formal written methods and estimate answers using the inverse.

Interpret and present data.

Draw 2D shapes and recognise their properties.

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### History

Use evidence to ask questions and find answers to questions about the past.  
Suggest suitable sources of evidence for historical enquiries.  
Describe different accounts of a historical event, explaining some of the reasons why the account may differ.  
Place historical civilisations on a timeline using dates.  
Compare some of the times studied with those of other areas of interest around the world.  
Identify reasons for and results of people's actions.

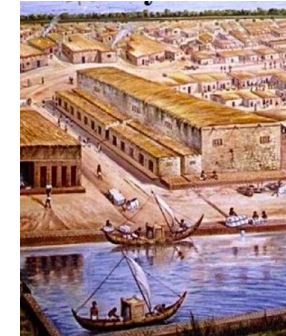
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### Design and Technology

Select tools and equipment suitable for the task.  
Measure, mark out, cut and shape materials with accuracy.  
Apply a range of finishing and design techniques.  
Use the design criteria to evaluate their completed product.  
Record their evaluations using drawing with labels.  
Investigate and analyse how well products have been designed and made.

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### Science

Explore how a force is required to make something start to move.  
Explore how air can make things move.  
Explore how objects move on different materials.  
Explore which materials are magnetic and measure the strength of a magnet in different ways.

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### RE

**Choices**  
Children attempt to answer, 'How does learning from different religions enable us to make good choices?'

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### Computing

**Top Trumps Databases**  
Understand what a database is by learning the meanings of records, fields and data.  
Understand that there are digital and non digital databases.

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Carry out an investigation to compare the strength of different magnets.  
Identify the two poles on a magnet and investigate how magnets attract or repel each other.

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Understand how we learn from different religious stories about showing kindness towards others.  
Explore how working together is important when making choices.

Explore how to sort and filter data.  
Learn how to represent data in different ways creating charts and graphs.

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PE

**Throw Catch Kick**  
Rolling balls and other objects.  
Aiming skills using a variety of balls and other objects.

Music

Make music inspired by technology and computing.  
Explore and compose sounds for earcons emoticons, mobile phone ringtones, computer games and apps.

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PSHE

**Relationships:**  
Know how to make friends.  
Understand how to resolve conflict in friendships.  
Help others feel part of a group.  
Show respect in how they treat others.  
Know how to help themselves and others when they are hurt.  
Know and show what makes a good relationship.

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Spanish

Describe animals' voices.  
Describe animals.  
Solve Spanish riddles.