

As Scientists we will be investigating the physical processes of 'Light and Sound'. We will be exploring sound waves and how we can hear, also how the sun allows us to see. As well as carrying out investigations on shadows.

As Computing Technicians we will use coding programs 'Code 4 Life' & Purple Mash to design and write programs that accomplish specific goals, including controlling and simulation.

As Artists we will study landscapes and use a variety of media to practise techniques, whilst taking inspiration from some of the greats.

As Designers we will study shells

As Geographers we will be studying settlements in particular those of the Anglo Saxons. As well as looking at 'transportation, erosion & deposition' of mountains & coasts.

As Historians we will consider the settlement of Anglo Saxons and Scots in Britain and what impact this had on the Country.

In RE we will be studying Hinduism and how Hindu's worship.

As Musicians we will be listening to, appraising a range of songs. We will also learn how to play a musical instrument - the recorder or glockenspiel.

Class 3 SETTLERS

Curriculum Drivers

Ambition and Possibilities

We will continue to build on our NED philosophy of 'Never giving up' 'Encouraging others' and 'Doing our Best'. We will carry out lots of team building activities throughout the term.

Life-skills and Enterprise

We will continue to work on taking on responsibilities in class and around school. We will also extend our knowledge on life skills such as Online-Safety particularly during Safer Internet Day, as well as planning our own lines of enquiry to develop independent learning paths, following our individual interests.

Knowledge and Understanding of the World

Through the use of children's news channels and newspapers we will explore local, national and international news events and festivals linked to our topics. We will use links in our local community to aid our learning through visits, local exploration and inviting visitors into school to share their expertise.