

Computing

Our focus will be multi-media using power point to share information about the Stone Age. We will also use BBC Dancemat to improve typing skills.

Geography

Identify capital cities in some European countries.



History

To place events on a number line in chronological order. Understand the term 'pre-history'. Begin to ask historical questions.

Music

We will be listening to and appraising a range of songs ready to perform using our music scheme Charanga.

We will also be practicing our Christingle songs. Unfortunately the Christingle will be different this year but we endeavour to still make it special.

Science

As scientists we will be exploring how light responds to different surfaces. We will be developing our skills by recording our results and giving reasons for the outcomes using and spelling scientific language correctly.



Early settlers - Jupiter Class Term 2

Welcome to our Term 2 topic, Early Settlers. We are very excited about becoming historians and finding out all about the Stone Age, Bronze Age and Iron Age.

Mrs, Martin-Hall and Mrs Rodeck

RE When 'Understanding Christianity' we will be considering 'What is the trinity?' by looking at the words used in the bible and studying artists impressions, before creating our own ideas of how each (the father, the son and holy spirit) could be represented in trilogy.



PSHE - Celebrating difference

We will be learning to:

Accept that everyone is different, include others when working and playing, know how to help if someone is being bullied, try to solve problems and try to use kind words.

PE

Monday - Handball

Wednesday - Ball skills/games

Art

We will be using pastels and charcoal to create our own cave paintings.

Maths - areas we will be covering

As mathematicians we will be developing our understanding in multiplication and division of the 3,4 and 8 times tables by learning the facts and solving the problems. We will also be making progress in the skills needed to solve addition and subtraction problems mentally, for example, how to add and subtract from 3 digit numbers by adjusting and bridging to the next hundred.

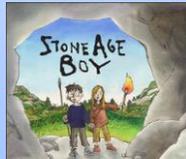
Writing

For the first half of this term we will be focusing on story writing using 'Stone Age Boy' by Satoshi Kitamura as a focus.

During the second half of this term we will be focusing on writing non-chronological reports.

We will be encouraging children to use technical language throughout their stories and non-chronological reports.

We will have a focus on using conjunctions, adverbs and prepositions in our sentences.



French

We will be learning to count in French.

Reading

Have you seen the Reading VIPERS post on the Whole School Dojo? We will be looking at pictures, short films, informative text and short stories to develop our reading skills.

Vocabulary
Infer
Predict
Explain
Retrieve
Sequence or Summarise



Please continue to support your child with their reading by reading to them as often as possible and hearing them read at least 4 times a week. Then use the VIPERS to discuss what you have read. This will make your child a better reader- we can't do it without your support at home.

Key Vocabulary

| | |
|---------------------|--|
| light | A form of energy that travels in a wave from a source. |
| light source | An object that makes its own light . |
| dark | Dark is the absence of light . |
| reflection | The process where light hits the surface of an object and bounces back into our eyes. |
| reflect | To bounce off. |
| reflective | A word to describe something which reflects light well. |
| ray | Waves of light are called light rays . They can also be called beams. |

Key Knowledge

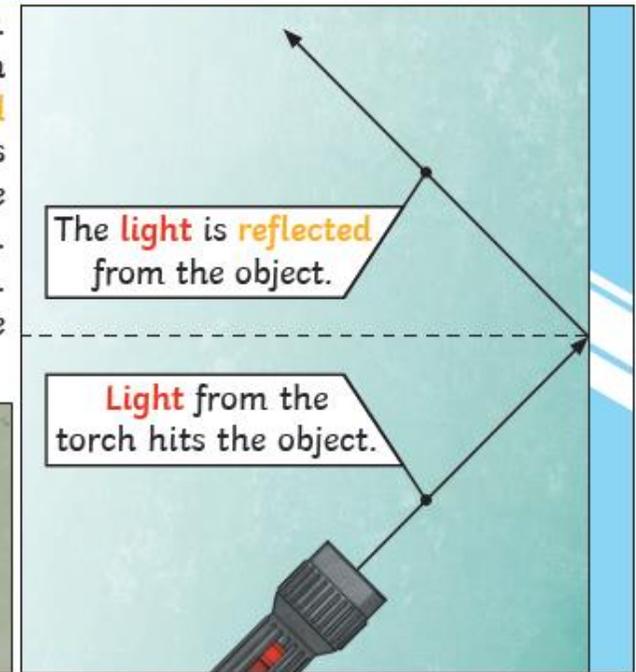
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected light** hits our eyes, we can see the object. Some surfaces and materials **reflect light** well. Other materials do not **reflect light** well. **Reflective** surfaces and materials can be very useful...



hi-vis jacket

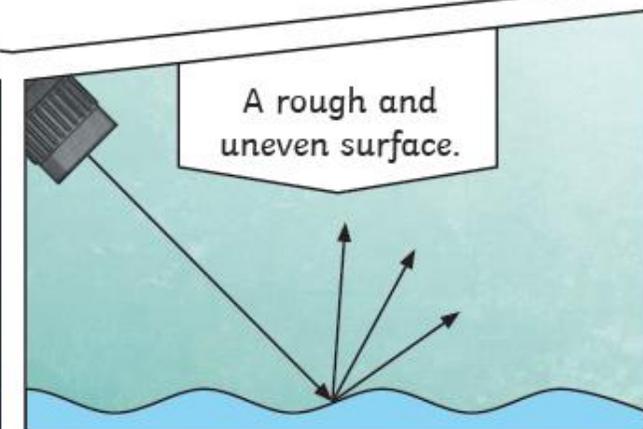
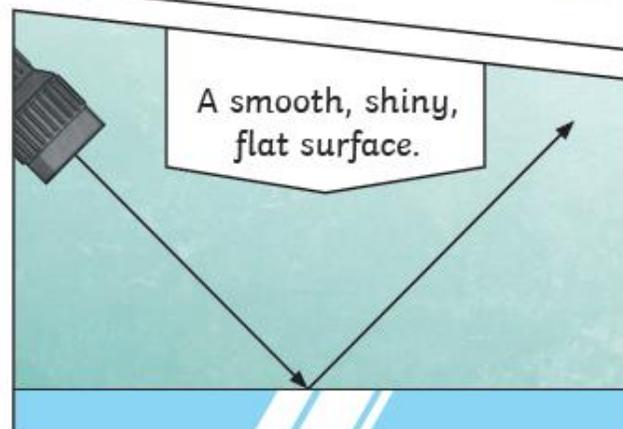


cat's eyes



Mirrors **reflect light** very well, so they create a clear image. An image in a mirror appears to be reversed. For example, if you look in a mirror and raise your right hand, the mirror image appears to raise its left hand.

The surfaces that reflect **light** best are smooth, shiny and flat.



To look at all the planning resources linked to the Light unit,

You Can Do all the multiplication facts of 3

| | | | | | | | | |
|----|---|---|---|----|---|---|---|----|
| 0 | x | 3 | = | 0 | = | 3 | x | 0 |
| 1 | x | 3 | = | 3 | = | 3 | x | 1 |
| 2 | x | 3 | = | 6 | = | 3 | x | 2 |
| 3 | x | 3 | = | 9 | = | 3 | x | 3 |
| 4 | x | 3 | = | 12 | = | 3 | x | 4 |
| 5 | x | 3 | = | 15 | = | 3 | x | 5 |
| 6 | x | 3 | = | 18 | = | 3 | x | 6 |
| 7 | x | 3 | = | 21 | = | 3 | x | 7 |
| 8 | x | 3 | = | 24 | = | 3 | x | 8 |
| 9 | x | 3 | = | 27 | = | 3 | x | 9 |
| 10 | x | 3 | = | 30 | = | 3 | x | 10 |
| 11 | x | 3 | = | 33 | = | 3 | x | 11 |
| 12 | x | 3 | = | 36 | = | 3 | x | 12 |

Can Do tables www.pearsonpublishing.com

If I know... then I also know...

The digit sum of multiples of 3 is 3, 6 or 9

An odd number multiplied by 3 gives an odd product.

You Can Do all the multiplication facts of 4

| | | | | | | | | |
|----|---|---|---|----|---|---|---|----|
| 0 | x | 4 | = | 0 | = | 4 | x | 0 |
| 1 | x | 4 | = | 4 | = | 4 | x | 1 |
| 2 | x | 4 | = | 8 | = | 4 | x | 2 |
| 3 | x | 4 | = | 12 | = | 4 | x | 3 |
| 4 | x | 4 | = | 16 | = | 4 | x | 4 |
| 5 | x | 4 | = | 20 | = | 4 | x | 5 |
| 6 | x | 4 | = | 24 | = | 4 | x | 6 |
| 7 | x | 4 | = | 28 | = | 4 | x | 7 |
| 8 | x | 4 | = | 32 | = | 4 | x | 8 |
| 9 | x | 4 | = | 36 | = | 4 | x | 9 |
| 10 | x | 4 | = | 40 | = | 4 | x | 10 |
| 11 | x | 4 | = | 44 | = | 4 | x | 11 |
| 12 | x | 4 | = | 48 | = | 4 | x | 12 |

Can Do tables www.pearsonpublishing.com

multiple factor product

All multiples of 4 are even numbers.

There is a repeating pattern in the ones column: 0, 4, 8, 2, 6

You Can Do all the multiplication facts of 8

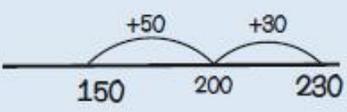
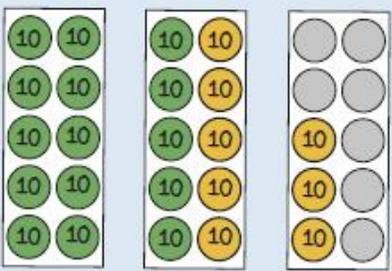
| | | | | | | | | |
|----|---|---|---|----|---|---|---|----|
| 0 | x | 8 | = | 0 | = | 8 | x | 0 |
| 1 | x | 8 | = | 8 | = | 8 | x | 1 |
| 2 | x | 8 | = | 16 | = | 8 | x | 2 |
| 3 | x | 8 | = | 24 | = | 8 | x | 3 |
| 4 | x | 8 | = | 32 | = | 8 | x | 4 |
| 5 | x | 8 | = | 40 | = | 8 | x | 5 |
| 6 | x | 8 | = | 48 | = | 8 | x | 6 |
| 7 | x | 8 | = | 56 | = | 8 | x | 7 |
| 8 | x | 8 | = | 64 | = | 8 | x | 8 |
| 9 | x | 8 | = | 72 | = | 8 | x | 9 |
| 10 | x | 8 | = | 80 | = | 8 | x | 10 |
| 11 | x | 8 | = | 88 | = | 8 | x | 11 |
| 12 | x | 8 | = | 96 | = | 8 | x | 12 |

Can Do tables www.pearsonpublishing.com

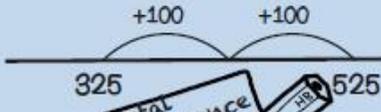
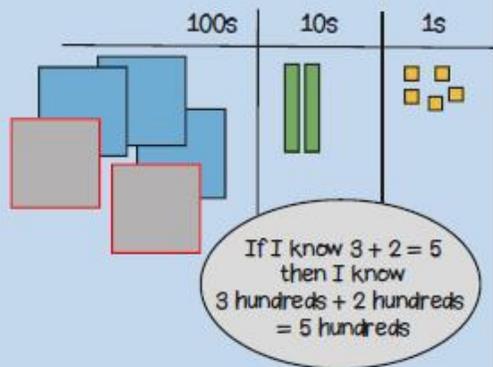
All multiples of 8 are even numbers.

All multiples of 8 are also multiples of 2 and 4

150 + 80
Bridging boundaries



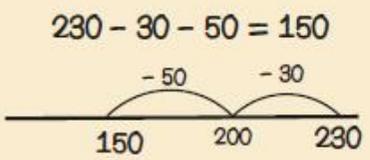
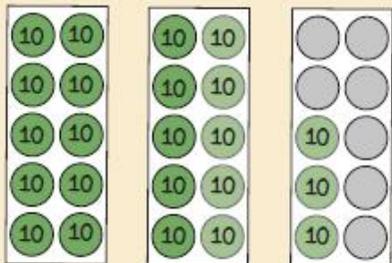
325 + 200
Add multiples of ten and a hundred



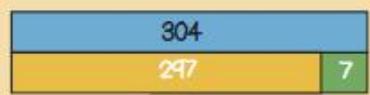
total difference ones tens hundreds

Year 3 Term 2

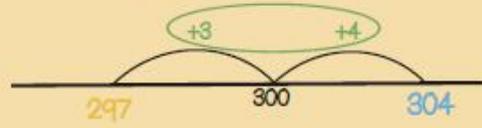
230 - 80
Bridging boundaries by counting back in efficient steps



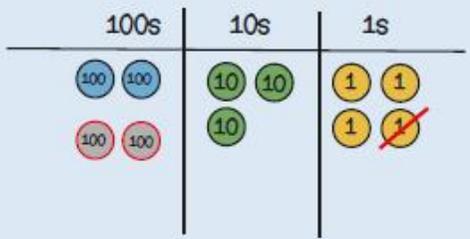
304 - 297
Find the difference between two numbers



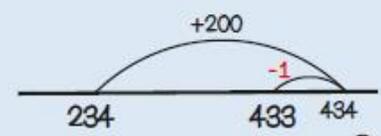
304 is 7 more than 297
297 is 7 less than 304
so the difference between them is 7



234 + 199
Round then adjust

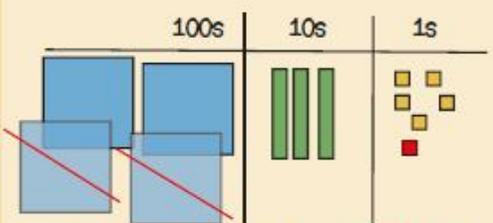


Add 200 then subtract 1



Stop and Look!
What do you notice?
What's the most efficient way?

435 - 199
Round then adjust



Take away 200 then add 1

