

History

Discovering and learning about Egyptian life by looking at artefacts,
Mummification, Hieroglyphics, Ancient Dress.
Learning about Egyptian beliefs.
Understanding how evidence can give us different answers about the past

DT/Art

Create an Egyptian picture on papyrus
Create a necklace
Create an Egyptian cartouche
Skills- Explore how to draw fine details carefully.
How to draw a face.
Designing and making Egyptian masks
Creating a piece of art based on the artist Paul Klee



Geography

Recognising countries in Africa
Map work - use the 8 points of a compass, four and six figure grid references, symbols, and key.
Recognising the River Nile and why it is/was so important
Features of a river- mouth, riverbank, meander.

French - Getting to know you

Names of objects

Family

Body parts

Music

Recognising beat, rhythm, pace, tone, pitch

St Teresa's Catholic Academy Year 3

Summer 2022

Ancient Egypt and Africa

Computing

Coding

Design and write a program for a specific purpose.
Using commands and 'if' statements to determine a character's action.
Debugging programs and explaining how they identified the problem.
Introduce variables and understand their purpose in a program.

Science

Plants

- Identify and describe the functions of different parts of plants; roots, stem, leaves and flowers.
- Explore the requirements of plants for life and growth (air, light, water, nutrients from soil and room to grow) and how they vary from plant to plant.
- Investigate the ways in which water is transported within plants.
- Explore the role of flowers in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

PE.

Outdoor – Tennis

Explore how to apply the principles of attack vs defence to win a game of tennis. Understand where and why we throw/hit the ball on the court and be introduced to basic shot techniques.

Outdoor-Athletics

Explore how we can use our bodies to run as fast as possible, exploring the correct technique individually and within teams. Begin to examine how to jump as far as possible and compare throwing accurately with throwing for distance.