

# Prospectus Year 3 Curriculum Map

Meet the Flintstones!	China	Europe: Climate & Culture
<p><b>English:</b> Write a letter about everyday life in the Stone Age using historical information. Write a set of instructions about how to make a weapon. Explain and justify reasons for ranking stone age inventions. Write an adventure story based on the Stone Age. Choice of activities from English Quests.</p> <p><b>Maths:</b> When making Stone Age carts, measure and mark accurately. Choice of activities from Maths Quests.</p> <p><b>History:</b> Sequence events from the Stone, Bronze and Iron Age on a timeline. Understand the importance of Stone Age inventions. Understand how the introduction of farming changed Stone Age life. Study life on Skara Brae. Investigate life as a caveman.</p> <p><b>Design Technology:</b> Design, make and evaluate a moving vehicle to transport rocks. Design and make a model of an early settlement.</p> <p><b>Art:</b> Make drawings of the stages of early man. Reproduce cave paintings. Create a mould for an arrow head. Design and make a decorated pot.</p>	<p><b>English:</b> Write a travel guide for visiting China. Write descriptions of everyday life in China. Create their own version of a Chinese myth or legend. Write recipes and instructions for preparing Chinese food. Choice of activities from English Quests.</p> <p><b>Maths:</b> Calculate time differences between the UK and China. Investigate and solve Lo Shu Magic squares. Choice of activities from Maths Quests.</p> <p><b>History:</b> Research the events and way of life of the Ancient Shang dynasty of China (1766BC – 1046BC). Evaluate the legacy of the Shang Dynasty.</p> <p><b>Geography:</b> Use maps, atlases and /or online mapping to locate continents, countries and cities of the world. Identify key geographical features of China. Compare the UK and China.</p> <p><b>Design Technology:</b> Prepare and cook Chinese food.</p> <p><b>Art:</b> Design and make a Chinese clay dragon.</p> <p><b>Citizenship:</b> Learn about the system of education and schooling in China.</p>	<p><b>English:</b> Use the features of persuasive writing to produce a persuasive travel brochure. Perform in role while presenting information to an audience.</p> <p><b>Maths:</b> Analyse climate charts to help develop their understanding of contrasting weather temperatures in different European countries. Solve simple number problems using money in a foreign currency. Create timelines, recording the key events and winners of the Eurovision Song Contest.</p> <p><b>History:</b> Research the history of the Eurovision Song Contest, including its key events and successful artists.</p> <p><b>Geography:</b> Locate Europe on a map of the world. Identify countries, capital cities, landmarks and flags of Europe. Recognise the physical features of European countries, including their landscapes, such as mountainous ranges and rivers.</p> <p><b>Art:</b> Research works by key European artists. Use different artistic techniques to recreate some of their masterpieces</p> <p><b>Design Technology:</b> Design and build models and shelters and reflect on how they can adapt their design to solve technical problems.</p> <p><b>Homework/Independent Learning:</b> Power project based on European Landmarks.</p>

**ICT/Computing:** Use the internet to research life in the Stone Age – particularly life on Skara Brae.

**Homework/Independent Learning:** Power Projects based on 1) Cave art 2) Cave dwellers

**Other Subject Links:**

**Science:** Investigate and compare the properties of rocks and other materials. Find out about fossils and create own 'Stone-Age' fossils.

**Homework/Independent Learning:** Power projects based on 1) Life in China 2) Chinese New Year.

**Other Subject Links:**

**Languages:** Compare the Chinese 'pictorial' system of language and writing to English.

**Music:** Compose and perform music to accompany a Chinese Lion dance.

**PE/Dance:** Learn the Chinese Lion dance or some Tai Chi moves.

**Other Subject Links:**

**Languages:** Learn some basic vocabulary in other European languages.

**Music:** Explore the music and artists throughout the history of the Eurovision Song Contest.

**ICT/Computing:** Search for and use information from a range of sources and make decisions about the usefulness of that information. Children will use ICT to research information and present findings in a variety of different ways.



Transport	Extreme Survival	Tomb Raiders
<p><b>English:</b> Recount a trip to a local airport. Write instructions for a road safety leaflet for younger children. Write a non-chronological report about the features of an airport. Choice of activities from English Quests.</p> <p><b>Maths:</b> Road traffic survey – using tally charts and pictograms/bar charts. Children calculate costs of different transport. Read and interpret bus and train timetables. Choice of activities from Maths Quests.</p> <p><b>History:</b> Research key historical figures involved in the development of transport. Research James Starley and the invention of bicycles. Sequence the development of a product's design over time e.g. cars or bicycles.</p> <p><b>Geography:</b> Use map skills to identify key locations and transport routes, focusing on the local area. Look at the location of international airports around the world and their key features. Investigate and compare the most popular types of transport in a certain locality.</p> <p><b>Design Technology:</b> Design and build a model airport.</p> <p><b>Art:</b> Create a road safety poster. Design a topic book cover using different types of wheels and tracks.</p>	<p><b>English:</b> Create survival guides based on different habitats and environments. Write information texts based on different animals and people who survive in extreme environments. Choice of activities from English Quests.</p> <p><b>Maths:</b> Calculate differences between temperatures. Choice of activities from Maths Quests.</p> <p><b>History:</b> Research key explorers from history – Scott of the Antarctic etc.</p> <p><b>Geography:</b> Use maps and atlases to locate continents and countries around the world. Identify key geographical features e.g. deserts, rainforests, polar regions etc. Study of people and place – compare Bedouin and Aboriginal life with our own lives. How do they adapt their way of life in order to survive? Compare Inuit and Dolgan way of life to our own. Find out about environmental issues threatening plants and wildlife in different regions.</p> <p><b>Design Technology:</b> Design and make a healthy survival snack. Design and make an outfit to keep a teddy bear warm in the Arctic. Design and make a shelter in the school grounds.</p> <p><b>Art:</b> Design and use modelling techniques to create an Arctic habitat in a shoebox.</p>	<p><b>English:</b> Write own version of Egyptian myths and legends. Non-chronological reports based on different aspects of Egypt and Ancient Egyptian life. Choice of activities from English Quests.</p> <p><b>Maths:</b> Solve problems based on weight and capacity linked to Ancient Egyptian ritual of weighing the heart against the feather of truth. Catalogue discoveries found in an Egyptian tomb. Create bar charts to display. Choice of activities from Maths Quests.</p> <p><b>History:</b> Place the Ancient Egyptians on a timeline of world history. Find out about the beliefs of the Ancient Egyptians by looking at evidence found from the pyramids, mummies, hieroglyphics and so on. What do Ancient Egyptian artefacts tell us about the past?</p> <p><b>Geography:</b> Use maps and atlases to locate Egypt on a map. Follow the route of the Nile. Research agriculture and farming in Ancient Egypt.</p> <p><b>Design Technology:</b> Use mouldable materials to design and make an Ancient Egyptian canopic jar.</p> <p><b>Art:</b> Practise drawing skills to draw accurate faces. Use to create Ancient Egyptian death masks.</p> <p><b>Citizenship:</b> Compare the hierarchical system of government in Ancient Egypt with other hierarchical systems e.g. school, government etc.</p>

**Citizenship:** Compare laws and rules within different religions/cultures. What rules do we have to keep people/children safe? Research traffic laws and rules – the green cross code etc.

**ICT/Computing:** Use tablets and computers to research different modes of transport and key figures. Use programmes such as 'tagxedo' and 'tag galaxy.'

**Homework/Independent Learning:** Power projects based on 1) Design a Vehicle 2) Flight.

**Other Subject Links:**

**Science:** Investigate the forces involved in flight and in moving vehicles. Find out about the impact of friction.

**Citizenship:** Consider how communities adapt to hot or cold environments. Investigate differences in housing, food, and clothing and say why these are influenced by where they live.

**ICT/Computing:** Use computer based mapping programmes (Google Earth etc.) to explore world environments.

**Homework/Independent Learning:** Power projects based on 1) My Survival Guide 2) 50 things to do before you are 11 ¾.

**Other Subject Links:**

**Science:** Research different habitats and environments and identify a range of organisms that live in them. Create food chains for different hot and cold environments. Find out what our bodies need in order to survive. Find out about insulating materials – how could we keep warm in a cold environment?

**ICT/Computing:** In role as explorers write blogs detailing their archaeological discoveries about Ancient Egypt.

**Homework/Independent Learning:** Power projects based on 1) Ancient Egyptian times 2) be an archaeologist!

**Other Subject Links:**

**Music:** Using musical instruments, children compose and perform a soundscape of the final journey to the underworld.

**Science:** Investigate different materials to make mud bricks as used by the ancient Egyptians. Investigate the best soils for growing plants to understand why people settled by the Nile.