Year 3 Curriculum
Spring 1

Whitchurch Primary School and Nursery
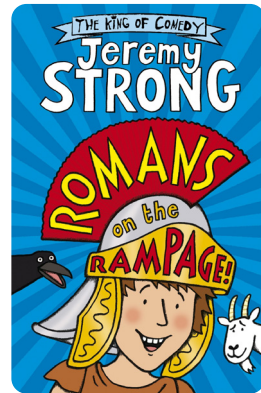
This half term our topic is: The Romans

English
Romans on the Rampage

We will read 'Romans on the Rampage' by Jeremy Strong, developing our inference, prediction and vocabulary skills. We will also explore the story 'Into the Forest', using this to inspire a lost narrative and newspaper report.

History
The Romans

We will explore the Roman Empire and its army, significant Roman people, such as Caesar, Claudius and Boudicca, and Romanisation of Britain.

Art and Design
Roman Busts

We will be planning, designing and sculpting our own roman busts from clay.

Religious Education
Christianity

We will be investigating the question 'Is it important to believe in miracles?' in relation to Christianity by looking at stories from the Bible and other sacred texts.

PSHE
Dreams and Goals

We will be discussing our dreams and goals, looking at how we can achieve our goals and what challenges we may face.

Science
Plants

We will be able to identify and describe the functions of different parts of flowering plants and explore the requirements of plants for life and growth.

Maths
Multiplication

We will continue to develop our understanding and knowledge of times tables and learn efficient methods to multiply a 2-digit by a 1-digit number. We will build on our knowledge of measurements by exploring millimetres and calculating perimetres.

French
Shapes and Colours

In French we will recognise and name colours. We will also describe shapes by size and colour.

Support your child at home:

Why not create a poster or factfile about the Romans and aspects of Roman life?
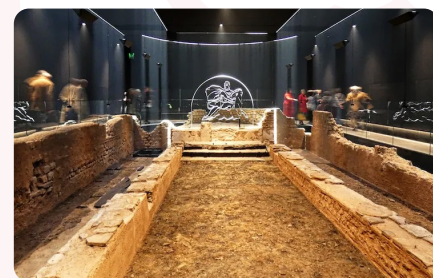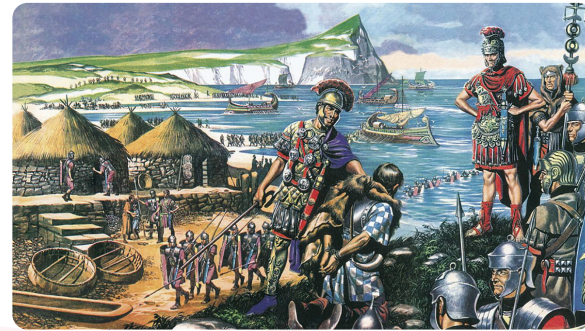
Music
Descriptive Music

In Music we will identify the expressive use of tempo, instruments, dynamics and rhythm. We shall compose music to represent sequences of movement and also compose and also play melodic and rhythmic patterns.
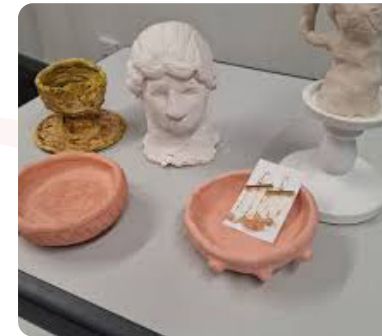
Enrichment
Mithraeum Museum

We will be visiting the London Mithraeum, an underground museum where visitors can discover the remains of a Roman temple and learn how people lived nearly 2000 years ago.

Computing
Animation

We will plan and create an algorithm for an animated scene, write a program in Scratch to create the animation.

Physical Education
Dance

We will create dances in relation to an idea including historical and scientific stimuli. We will work individually, with a partner and in small groups developing our use of counting and rhythm.