

MEDLOCK PRIMARY SCHOOL

In Autumn 2, Year 3 will be learning about settlements.

English

In English, we will begin by writing a narrative piece based on the text 'Window' by Jeannie Baker. In our narrative, we will focus on the structure of stories. We will then learn about persuasive writing. We will work on our language techniques. At the end of term, we will continue to work on poetry.

Computing

In Computing, we will be learning how to keep ourselves safe online, revisiting click and start events in coding and exploring photography in multimedia.

Humanities (Geography)

This term, Year 3 will be exploring the big question 'What is a settlement?' We will be looking at our local area, and discussing the different types of settlements. We will compare our local area and the wider area of Manchester to a rural village. We will link our learning to our previous learning on the Stone Age by exploring different requirements of modern settlements and ancient settlements.

Art and Design

In DT, we are focusing on food tech. We will be designing and creating a Stone Age soup.

PE

In Autumn 2, our PE focus is on invasion games - throwing, catching and team skills.

PSHE:

In PSHE, we will be learning about keeping ourselves safe in a range of environments. We will also look at how we can look after our health.

Music

In Music, we will be continuing our work on rhythm and listening skills. Our listening focus for the term is carnival of the Animals - fossils.

Spelling:

We will start by re-visiting statutory words learnt. Then we will focus on proofreading and

Spanish:

In Spanish, we will be learning the days of the week, the months in the year

Maths

In Maths, we will begin the term by looking at fractions, decimals and percentages. We will continue to practice our times tables. Later into the term we will look at properties of shapes, statistics and different measurements. The measurements we will be looking at is volume, capacity, length and mass.

Science

In Science, we will be learning about forces and magnets. We will explore which objects are magnetic, the uses of magnets and what happens when different poles of magnets face each other.

Science Investigation Language

Fair test	What we keep the same
Prediction	What we think will happen
Conclusion	What happened in our test
Equipment	Items used for our test
Method	How we deliver a test



Key Information

There are many reasons why people settle.	There are many different types of settlements with their own purposes and features.
The key features of Ardwick as a settlement, and how priorities for settlements have changed.	How current settlements compare to early settlements in the Stone and Iron Age.



Humanities Key Vocabulary

Urban	A large built up settlement with a relatively high population for the size of area.
Rural	A sparse settlement, with a relatively low population for the size of are.
Characteristics	Key features of a type of settlement.
Migration	The movement of people to and from different settlements as their needs change.
Benefits and Risks	The positives and negatives of an area to settle. People decide if the benefits are worth the risks for a settlement. Many factors affect these.

Science Key Vocabulary

Pull	when you use force to move a thing (object) closer to you.
Push	when you use force to move a thing (object) away from you.
Surface	The outside layer of a object.
Attract	When two or more things pull towards each other.
repel	When two or more things pull apart from each other.
Force	A force is a push or pull.
magnetic	A magnet is a rock or a piece of metal that can pull certain types of metal toward itself.
friction	A force between two surfaces that are sliding, or trying to slide, across each other.

Research

How does Manchester as a city compare to a city in your favourite country? What features are different, what are the same?

Why is Manchester located on the river Medlock? What was special about his location?

When did Manchester first appear as a settlement? Why? Why do you think Manchester is still a popular settlement?