



Fairview Community Primary School
Medium Term Planner

At Fairview, our school values underpin everything we do and are core to the ethos of our school. Our aim is to develop a community of **responsible** learners who not only demonstrate **collaboration** and **perseverance** in their work, but who also show **kindness**, **respect** and **honesty** towards one another.

Year Group: 3
Term: 5 & 6

Curriculum focus:
Geography

Critical Enquiry Question: How does human and physical activity impact our rivers and coastlines?

End of Unit Assessment Activity: A choice between an information poster explaining the impact OR a persuasive piece on how to protect our coastline.

Wow moments: Visit to Wildwood (Science) Friday 20th June.
Riverside visit.

Term 5

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
English	<p>Development day</p> <p>L.I. To create a soundscape poem.</p> <p>L.I. To use descriptive devices within a setting description.</p> <p>L.I. To use descriptive devices within a setting description.</p>	<p>L.I. To plan dialogue.</p> <p>L.I. To use inverted commas to write a dialogue.</p> <p>L.I. To use subordinate clauses.</p> <p>L.I. To use adverbials to express time. (clauses extended?)</p> <p>L.I. To use the past tense to write a diary entry.</p>	<p>L.I. To use the present perfect tense.</p> <p>L.I. To plan a fantasy narrative.</p> <p>L.I. To write a fantasy narrative.</p> <p>L.I. To write a fantasy narrative.</p>	<p>L.I. To write a fantasy narrative.</p> <p>L.I. To make amendments and improvements to my writing.</p> <p>L.I. To use comparative conjunctions.</p> <p>L.I. To draw inferences and make a prediction.</p> <p>L.I. To express a response to what I have read.</p>	<p>L.I. To use descriptive language.</p> <p>L.I. To plan and describe a portal.</p> <p>L.I. To write the opening.</p> <p>(describe inside of portal the spider's web, the girl's tangled hair etc).</p> <p>L.I. To plan my writing.</p>	<p>L.I. To complete a narrative based on my plan.</p> <p>L.I. To publish a narrative.</p>
Reading	<p>Focus: Topsy Turvy World</p> <p>LI: To explore how vocabulary contributes to meaning.</p> <p>LI: To retrieve information from poetry.</p>	<p>Focus: Topsy Turvy World & Iron Man</p> <p>LI: To explain a poet's choice of language.</p> <p>LI: To identify the meaning of words used within a text.</p> <p>LI: To apply retrieval skills to a fictional text.</p> <p>LI: To explain and sequence a text.</p>	<p>Focus: Iron Man</p> <p>LI: To use inferences to explain.</p> <p>LI: To use skills of inference.</p>	<p>Focus: Evacuation (Once upon a picture). Plastic pollution in the ocean (non-fiction).</p> <p>LI: To draw evidence from an image.</p> <p>LI: To retrieve and sequence information from a non-fiction text.</p> <p>LI: To answer inference questions based on a non-fiction text.</p>	<p>Focus: Black Pearl's Cove</p>	<p>Focus: Amari and the night brothers.</p> <p>LI: To observe, wonder and infer.</p> <p>LI: To read and discuss a fictional text.</p> <p>LI: To explore vocabulary choices.</p> <p>LI: To retrieve information from a fiction text.</p>
Maths	<p>INSET</p> <p>LI: To add fractions</p> <p>PPA</p> <p>LI: To subtract fractions</p> <p>LI: To partition the whole</p>	<p>LI: Unit fractions of a set of objects</p> <p>LI: non unit fractions of a set of objects</p> <p>LI: Reasoning with fractions on an amount</p> <p>. End of block assessment (B)</p> <p>LI: Pounds and pence</p> <p>LI: Convert pounds and pence</p>	<p>Bank Holiday</p> <p>LI: Add money</p> <p>PPA</p> <p>LI: subtract money</p> <p>LI. find change.</p> <p>End of block assessment (B) (Coronation Maths)</p>	<p>Bank Holiday</p> <p>LI: Roman numerals to 12</p> <p>LI: Tell the time to 5 minutes</p> <p>LI: Tell the time to the minute</p> <p>LI: Read time on a digital clock</p>	<p>LI: Use am and pm</p> <p>LI: years, months, and days</p> <p>PPA</p> <p>LI: Days and hours</p> <p>LI: Hours and minutes – use start and end times</p>	<p>LI: Hours and minutes – use duration</p> <p>LI: Minutes and seconds</p> <p>LI: Units of time</p> <p>LI: Solve problems with time</p> <p>LI: End of block assessment (B)</p>
Science	<p>To explain the difference between food groups and why we need them.</p>		<p>To explore the different types of nutrients.</p>		<p>To explore the fat and sugar contents in a range of foods.</p> <p>(Traffic light. Explore the effects of fat)</p>	<p>To understand the different proportions of nutrients needed to stay healthy.</p> <p>(Plan balanced diet for a day)</p>

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Term 6						
	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
English	SDD PPA School trip <u>The Mermaid of Zennor</u> To make predictions about themes, settings and characters in a book. To use a range of strategies to identify the meaning of words.	British Values Day To use the present perfect tense to write a letter. To use conjunctions, adverbs and prepositions to give reasons for predictions. To use a range of fronted adverbials. To retell known events from a different perspective.	PPA School trip <i>To organise ideas in a non-chronological report.</i> <i>To use subheadings.</i> <i>To create characters for a legend story (additional lesson)</i>	Assessment Week Sports Day <u>Cloud Tea Monkeys</u> To use the forms of a or an according to whether the next word begins with a vowel or a consonant. To express place using prepositions. To express time, place and cause using conjunctions. To use imperative verbs.	PPA Pirate day? To use the present perfect form of verbs instead of the simple past. To frame questions for research. To gather information from multiple sources.	Week 13: Reserve sports day To use inverted commas to punctuate speech. To distinguish between fact and opinion. To plan a non-fiction piece of writing. To ensure factual statements are cohesively linked.
Maths	SDD LI: Turns and angles PPA School Trip LI: Right Angles	LI: Compare angles LI: Measure and draw accurately LI: Horizontal and Vertical LI: Parallel and Perpendicular British Values Day	LI: Recognise and describe 2 D shapes LI: draw polygons PPA LI: Recognise and describe 3D shapes School trip	Assessment Week Sports Day LI: Make 3D shapes <i>LI: End of block assessment (version B)</i>	PPA/Transition Pirate Day? LI: Interpret pictograms PPA LI: Draw pictograms LI: Draw bar charts	LI: collect and represent data LI: Two-way tables LI: End of block assessment (version B) LI: Consolidation LI: Consolidation
Science	To describe and explain the skeleton system in a human body.		To describe and explain the muscular system in a human body.		To compare, contrast and classify skeletons of different animals,	
Reading	Focus: Class novels	Focus: Nim's island LI: To explore vocabulary choices. LI: To use inference skills. LI: To predict and explain. LI: To practice inference.	NFER testing week	Focus: Woodland magic (Poem) LI: To answer questions about a video, using inference. LI: To answer mixed comprehension questions about a poem. x2	Focus: Farm boy LI: To retrieve information from a fictional text. LI: To infer meaning. LI: To use evidence to explain.	Focus: Farm Boy LI: To discuss vocabulary choices made by an author. LI: To infer meaning. LI: To explain and summarise.
Geography	TRIP	L.I. To identify and label the features of a coast.	L.I. To explore the process of erosion in coasts.	L.I. To identify and describe sea defences.	L.I. To understand the process of the water cycle.	L.I. To show what I have learnt.
DT	L.I. To explore existing products.	L.I. To choose appropriate equipment and use it correctly.	L.I. To generate ideas after discussing and exploring existing products.	L.I. To follow a step-by-step plan, choosing the right equipment and materials. To be both hygienic and safe when using food and storing food. To select the most appropriate tools and techniques for a given task.	L.I. To evaluate my dip.	
Music	NO YEAR 3 MUSIC DURING TERMS	5 AND 6	NO YEAR 3 MUSIC DURING TERMS	5 AND 6	NO YEAR 3 MUSIC DURING TERMS	5 AND 6
Computing	1 <i>Introduction to Coding – LI: To create a program using event, object and action code blocks.</i>	LI: To explain what an algorithm is and describe the algorithms they created.	LI: To create a program using the collision detection event.	LI: To create a computer program including different object types, including a button object.	LI: To create a program that uses a timer-after command. LI: To understand there can be different ways to solve a problem.	LI: To understand how to use the repeat command LI: To design and create an interactive scene.

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