

# Kingfisher Class-Spring



## Term 1



In **English**, we will begin by looking at how to write instructions, specifically for a game.

Once we begin our topic, we will read *Ronald the Rhino*, which will help us to write a short story. We will also write a non-chronological report about an animal.

In **Maths**, we will be learning about multiplication and division, money, statistics, length and perimeter and fractions, using practical resources wherever possible. We will continue our weekly arithmetic tests to help us recall all the things we learn.

In **PE**, we will be doing gym to develop physical skills with Mrs Patterson on a Monday afternoon. PE on Wednesdays will focus on cognitive skills through a variety of games and activities.



Mrs Patterson will be teaching **ICT** (coding) every Thursday. We will also be using the iPads and Chromebooks to research and design a poster.

In **Music** we will be following the *Charanga* scheme for Year 3.

In **guided reading**, we will be reading "Rainforest Calling", as well as other fiction and non-fiction texts related to our rainforest topic.

In **PSHE** we will be discussing "The World in Our Hands", linked to our rainforest topic. We will think of ways we can help the planet, as well as thinking from different points of view.

In **Science** we will be learning all about the bones and muscles of animals (including humans). We will also study plants, looking at the different parts, and what they need to grow.

In **RE** we will continue learning about Hinduism.

Our **TOPIC** is Rainforests

We will find out which countries have rainforests and where they are in the world. We will learn about the weather and climate of the rainforests and how this affects the different layers of the rainforest. We will also learn about the many uniquely adapted animals and plants, and how they're being affected by deforestation.

In **DT**, we will design and make a magnetic game. Later in the term, we will create colourful animal drawings and mixed media rainforests in **Art**.