**Music**  **Exploring different pieces of music. Introduction to reading music and musical terms. Playing the Violin or Cello.**

**Useful Information Violins are on Wednesday. Swimming on Friday for Yellow class. PE kits need to be available all week. Please do read with your child every day and any practice with the times tables is appreciated. If you do need to speak to your class teacher the end of the day is best.**

**Science Materials: Investigating liquids, gases and solids. Understanding the properties of materials. Separating materials. Reversible and irreversible changes. Modern and traditional materials. Rocks and Fossils: Different types of rocks and how they are formed. How fossils are formed.**

**What makes a fair test.**

**English**  **Using Flow Topic as inspiration for writing. Creating a Calligram, shape poem using our class river as inspiration. Interviewing witnesses and collecting information to write a news article about an event. Debating a topic related issue and writing a small persuasive piece. Using thesauruses and dictionaries.**

**R.E. Christianity and Judaism: What they believe and how stories are used to convey religious meaning. Celebrations and what they mean.**

**P.E.** **Green Class: gym and basic ball skills.**

**Yellow Class: swimming and dance.**

**PHSE**

**Medicines and staying safe in the home.**

**Term 3**

**Flow**

**Year 3**

**Topic Creating our own class river! Looking at and understanding the physical features of rivers. Understanding the water cycle. Looking at biomes. Looking at rivers on maps.**

**French Class room instructions incorporating numbers and family.**

 **Art & DT Planning and creating 3D art connected to rivers. Using water colours to explore our topic.**

**Maths**  **Doubling and halving and how these help us in maths. Multiplication and division, communicatively. Using times tables and spotting patterns to help us. Real world problems. Fractions. Ordinal points and turns, including angles.**

**Times Tables.**

**I.C.T.** **Creating simple programs using algorithms. Write and debug programs that accomplish specific goals. Introducing and exploring Scratch.**