South America and Rio
Year 3 Summer1 2023

Science
Intent: To identify that humans and some other animals have skeletons and muscles for support, protection and movement.

SEQUENCE OF LESSONS
1. Name a variety of animals that have a skeleton
2. Identify that humans have a skeleton and can name parts
3. Discuss the functions of the skeleton
4. Name and identify muscles in the human body
5. Discuss the functions and how muscles in the body
6. Research into insect muscles

Key Vocabulary: backbone, bones, contract, elbow, endoskeleton, exoskeleton, joints, muscles, organs, protect, relax, skeleton, support, tendons, vertebrate

Impact: Children can name parts of the skeleton and muscles in the body. They can also identify functions and how human skeletons differ to animals.

Geography
Intent: To be able to understand South America and its countries and capitals, along with identifying differences to the UK.

SEQUENCE OF LESSONS
1. Locate South America and its key features.
2. Compare the time difference between the South American countries and capitals.
3. Compare facts about Brazil and the UK.
4. To understand what daily life in Rio de Janeiro is like.
5. Investigate trade links with South East Brazil.
6. Identify the advantages and disadvantages for Brazil hosting the 2016 Olympic Games.

Key Vocabulary: equatorial, region, manufacturing, mining, population, trade, latitude, longitude, Northern & southern hemisphere, time zone

Impact: Children can identify South America and its countries on a map and talk about the features, whilst comparing with the UK.

Art – craft formal elements of art
Intent: To recognise that simple 2D and 3D shapes make up forms and objects.

SEQUENCE OF LESSONS
1. Identify, draw and label the different shapes that make up objects.
2. Identify the simple geometric shapes before sketching out details.
3. Bend and twist wire to create the form of a fish using smaller pieces of wire to add features.
4. Learn and apply the four rules of shading.
5. Shading from light to dark.

Key Vocabulary: 3D form, facial features, geometric shapes, guidelines, shading, sketching, template, tones

Impact: Children can identify the 2D and 3D shapes and use wire to create form and shading to give definition.

RE – Hindu beliefs
Intent: to learn to understand the Hindu belief that there is one God with many different aspects.

SEQUENCE OF LESSONS
1. Understand what makes you you and identify the many sides of each other.
2. Find out what Hindu's believe about Brahman.
3. How Hindu's use deities at home, in the temple and in Puja.
4. Identify the main deities and what they represent.
5. Design a god or goddess to represent a value.
6. Illustrate the poem from the Upanishads.

Key Vocabulary: Brahman, Brahma, Trimurti, Vishnu, Shiva, Tridevi, Saraswati, Lakshmi, Shakti, Ganesh, Hanuman, reincarnation, Moksha, Karma, Dharma, Mandir, Atman, Puja, Murti, Diwali

Impact: Children can describe what a Hindu might believe about one of the Hindu gods and start to understand that Brahman is in everything.

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PSHE - relationships
Intent: identify relationships and learn different strategies to resolve conflict and learn how to be a global citizen.

SEQUENCE OF LESSONS
1. Identify roles and responsibilities of each member of the family.
2. Identify and put into practice some of the skills of friendship.
3. Know some strategies for keeping myself safe online.
4. To explain how some of the actions and work of people around the world that help influence our lives.
5. To understand how needs and rights are shared around the world.
6. To know how to express appreciation to friends and family.

Key Vocabulary: Unisex, responsibility, respect, stereotype, conflict, solution, risky, private messaging, global, interconnected, inequality, deprivation

Impact: Children can make friends, show respect, help others and solve problems when they occur.

Computing - Simulations
Intent: to know that a computer simulation can represent real and imaginary situations.
To learn how to use 2Graph to produce graphs.

SEQUENCE OF LESSONS
Simulations
1. To consider what a computer simulation is that models a real-life situation.
2. To explore different kinds of simulations.
3. To analyse and evaluate a simulation.
Graphing
1. Introduce 2Graph to set up a graph with a given data.
2. Use 2Graph to solve an investigation.

Key Vocabulary: analysis, modelling, simulation, evaluation, decision. Axis, data, row, chart, graph, sorting, column, investigation, tally chart

Impact: Children can recognise a computer simulation and analyse and evaluate it.
Children can produce graphs.

PE – striking & fielding
Dance
Intent: to strike and stop a bowled ball, whilst playing in a team using tactics and rules.
Intent: select movements and add their own ideas to create a short dance inspired by the layers of the rainforest.

SEQUENCE OF LESSONS
1. To catch accuracy.
2. Use an overarm throw to hit a target.
3. To strike a ball in a set direction.
4. To work cooperatively to field.
5. Use striking & fielding skills.
6. Design and play games.

Key Vocabulary: fielding, striking, hand-eye coordination, overarm, underarm, opposition, runs

SEQUENCE OF LESSONS
1. To create a short dance inspired by rainforests.
2. To adapt movement phrase to vary the length of a dance.
3. To combine movement phrases of different speeds.
4. Use dance vocabulary to improve.
5. Create a dance sequence to represent the rainforest.
6. To use vocabulary to improve the performance.

Key Vocabulary: level, movement, inspiration, phrase, sequence, improvise, speed, phrase, represent

Impact: Children can play a striking and fielding game.
Impact: Children can create a dance inspired by the rainforest.

Music – Bringing us together
Intent: to learn, improvise and compose a disco style song about friendship.

SEQUENCE OF LESSONS
1. Listen and appraise the song 'Bringing us together'.
2. Musical activities – learn to sing the song.
3. Musical activities – Improvise with the song.
4. Musical activities – Compose with the song.
5. Perform the song.

Key Vocabulary: keyboard, drums, bass, imagination, improvise, compose, disco, pentatonic scale, pulse, rhythm, pitch, tempo, dynamics, texture structure, hook, riff, melody.

Impact: Children can sing and play instruments to accompany a song.