

Year 3
Summer 2

Curriculum Newsletter



Important Dates:

Parent Maths Lesson Visit – 26th
June (11am)

Summer Watch Day – 2nd July

★ KS2 Sports day – 11th July

In English, your child will write:

A Setting Description about the changing seasons in the Night Gardener including: fronted adverbials, rich vocabulary, figurative language and a variety of sentence structures.

A letter, persuading the dad in Charlotte's Web not to get rid of the piglet focusing on: possessive apostrophes, rhetorical questions, paragraphs and emotive vocabulary

In Maths, your child will:

- Revise related multiplication facts
- Use arrays to support the distributive law
- Use expanded column method to solve 2 digit by 1 digit multiplication calculations
- Solve multiplication word problems
- Solve missing number multiplication problems
- Arrange fractions on number line
- Compare and order fractions
- Find equivalent fractions
- Add and subtract fractions
- Tell the time to the nearest minute
- Use 24 hour clock
- Solve time duration problems
- Use known key facts to measure capacity

In Science, your child will know:

- To make the food (sugar) plants need water from the ground, **carbon dioxide** from the air and light from the sun.
- The water is taken up through the **roots** from the **soil**
- The carbon dioxide is taken in through the **leaves**
- plants also make **oxygen** which is given out back into the air through the leaves
- The parts of the plant and their functions
- How seeds are dispersed and pollinated

In Art, your child will:

- Study artist Guiseppe Archimboldo
- Practise printing to further understand the artist's work
- Investigate how to be successful with ceramic art
- Design clay sculpture
- Create a clay sculpture with detail
- Paint and gloss final product
- Evaluate their artwork

In Geography, your child will:

- Identify the location of our school or different types of maps
- Be able to use a compass
- Apply compass directions
- Make predictions about where plants would best grow on our school grounds
- Create a map of our school grounds with a key
- Plan the most efficient route from one point to another