Literacy

Adventure stories— Cave Bab/Stone Age Boy. Can children write a detailed description of a character and/or setting? Can children plan and write their own five part adventure story based on a familiar text? Can children write in the correct tense and sustain it through a piece of writing?
Information texts—Can they identify features of non fiction texts? Are they able to collect information about an aspect of Stone Age life? Are they able to compile a text plan to help enable them to write a non fiction text? Can they use higher level conjunctions?
To write a newspaper report about what life was like during the Stone Age to Iron Age times.
Character analysis, setting descriptions, dilemmas, endings

NUMERACY COUNTS

Count from 0 in multiples of 4, 8, 50 and 100
Recall and use multiplication and division facts for the 3, 4 and 8 times tables.
Mentally calculate with two-digit numbers in which the answer is a three-digit number.
Estimation – using rounding up/ down to be able to estimate answers.
Properties of 2d and 3d shapes
Identify pairs of perpendicular and parallel lines
Recognise that right angles are a property of shapes or a description of a turn
Add and subtract amounts of money using £ and p and to give change
Find different combinations that equal the same amount

SCIENCE

Rocks and soil – What do I already know What do want to find out?
What are rocks and where do they come from?
types of rocks
Properties of rocks – exploring rocks on the bea
Sorting rocks
Uses of rocks around home and school
Testing the hardness of different rocks
Investigating permeability of rocks
What is soil and where does it come from?
Exploring different soil types
Investigate the permeability of soil types

History

Timeline – ordering dates and events from Stone Age to Roman times.
Stone Age life
Compare changes during the 3 phases of the Stone Age.
Research New Stone Age houses, build one
Changes that occurred in the Bronze Age

Year 2/3
SPRING TERM
This term we will be finding out about:
The Stone Age to Iron Age

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Stone Age cave paintings on sandpaper using bl
powder paint.
Design and create a 3D cave system using chicke
wire, mod roc and papier mache.
Create stone circle using nets of 3D shapes

PHSE	PE	Computing:
Relationships	Outdoor – Games/Skills Indoor - Gymnastics	Algorithms – Understand that devices respond to commands, begin to understand how a computer processes instructions ar commands (computational thinking)

Programme a simple sequence of commands into a programmable robot or toy to send it on a route
Branching Databases – Input data into a prepared database
Sort and search a database to answer simple questions
Begin to create their own branching database using ICT, identifying objects using yes or no questions.
Use technology to create graphs and pictograms, adding labels and amending the charts as appropriate.