

HOOK

Becoming Archaeologists – Digging for Treasure

OUTCOME

Sharing Work, Cave Paintings and Telling Stories.

LITERACY

Quality Text – Stone Age Boy

Informative Text - Creating a Booklet about How to Survive the Stone Age.

Diary Entry - Stig of the Dump

Instructions - How to Wash a Woolly Mammoth

GEOGRAPHY

Locational Knowledge & Geographical skills

Human & Physical

Settlement patterns
Changes in settlements

PE and Games

Gymnastics and Orienteering

Long, Long Ago

RATIONALE:

We are going back in time to a land filled with simple lifestyles of hunting and gathering to survive. Where there is no modern technology. We will explore hidden treasures of the past and understand how they shaped the island we call England. Exploring a range of historical clues to build up a picture of life in the past before the civilisation came in the shape of the Romans in 43AD. So come and join us on this adventure.

HISTORY

Stone Age to Iron Age – We will be covering - Late Neolithic hunter-gatherers and early farmers, for example, Skara Brae.
Bronze Age religion, technology and travel, for example, Stonehenge.
Iron Age hill forts: tribal kingdoms, farming, art and culture

Human geography including trade links in the Pre-roman and Roman era. Types of settlements in Early Britain linked to History. Why did early people choose to settle there? Pupils show their developing sense of chronology by using terms concerned with the passing of time – decade, century, period, and length. Place events and objects in order. Recognise that their own lives are different from the lives of people in the past. They show knowledge and understanding of aspects of the past beyond living memory. They show knowledge and understanding of some of the main events and people they have studied. They are beginning to recognise that there are reasons why people in the past acted as they did. They are beginning to identify some of the different ways in which the past is represented

OUTDOOR LEARNING/PERFORMANCE:

Archaeological Dig
Telling Stories
Creating a Stone Age Dwelling

Year 3: Autumn 1

COMPUTING

E Learning

Word Processing Skills

SCIENCE

Longitudinal study – Looking a changes to an environment in the school grounds over a year.

MUSIC- Listen to Me – Hampshire Music Service, Charanga – Using Glockenspiels

PSHE – SEAL – New Beginnings

RE- Belongings

ART & DESIGN:

Drawing/Mixed Media – Cave Paintings.