Year 3 Learning Overview
Summer 2 2024

Our topic is: Plants

By the end of our topic:

Your child will know:

Science

- The different parts of a plant.
- The features and functions of a plant.
- The requirements of plants for life and growth.
- The life cycle of a plant, including pollination and seed dispersal.
- How water is transported in plants.

PSHE

- The cause and effect of people's actions.
- What it means to be a good friend.
- What it means to be happy, healthy and safe.

Art

- Which colours in the double primary system make the primary colours.
- Which primary colours make secondary colours.
- Who Georgia O'Keefe was and be familiar with some examples of her work.
- That art can be used in a number of ways, for different purposes.

RE

- The practices in a Christian place of worship.
- What objects and symbols you would find in a Christian church.

DT

- How to use tools safely and correctly.
- How materials are joined together.
- There are a wide range of materials and components that have a variety of functional properties and aesthetic qualities.
- How to evaluate a finished product.

Computing

- How programs are designed, written and debugged.
- How programs are selected and sequenced.
- How simple algorithms work.

Your child will be able to:

Science

- Identify and describe the different parts of flowering plants, and their functions.
- Accurately label a diagram of a plant.
- Compare the effect of different factors on plant growth.
- Make observations and draw conclusions about plant growth.

PSHE

- Explain how their actions can make others feel.
- Explain and discuss ways to be a good friend.
- Suggest ways to feel happy, healthy and safe.

Art

- Mix primary colours to achieve desired secondary colours
- Create a piece inspired by Georgia O'Keeffe.
- Design and create a pillow comprised of fabric painting, sewing, and embroidery techniques.

RE

- Identify the significance of Church practices.
- Reason about the significance of religious objects and symbols.

DT

- Generate, develop, model and communicate their ideas through discussion and diagrams.
- Select from and use a wide range of materials and components according to their functional properties and aesthetic qualities.
- Evaluate their products against design criteria.
- Consider how to improve their work.

Computing

- Design, write and debug programs.
- Use sequence, selection and repetition in programs.
- Use logical reasoning to explain how simple algorithms work.

We will be reading:
'Werewolf Club Rules' by Joseph Coelho   'Aesop's Fables' by Michael Rosen
'The Invisible Boy' by Patrice Barton   'Aesops Fables' retold by Michael Morpurgo

Our memory maker event is:

Plant hunt/sketching at Beckenham Place Park

To help your child further you could:
Name, describe and draw plants in your garden or at the park.