Welcome to year 2/3DL!

This year we will cover a range of topics and have a lot of fun along the way!

Science unit: 'Animals including Humans' where we will have a focus on healthy eating and the body.
Guided Read: Pugs of the Frozen North (fiction), I don't like poetry (poetry) and Disney book of maps (Non-fiction) and a huge emphasis on reading fluency and echo read.
Geography unit: Volcanoes.
RE unit: How do people celebrate different festivals across the world?
PE unit: Dance and Tag Rugby (with elements of fundamental movement skills)

We will also receive music lessons every Tuesday morning from the music teacher.

PE days this half term is on a Monday and Friday: the children should come to school wearing appropriate PE kits. Homework can be uploaded to Dojo profiles each week (they will be shared with the class every Friday) and I will respond to the posts. Please remember to check Dojo on a regular basis for reminders, updates and photographs of the children and their learning.

English

This half term we will start with a two-week welcome project. This will fully introduce the children into the routines and teach them the strategies needed to create their own story books.

After our welcome project, we will start will a poetry unit based around nature and the outdoors.

The children will also continue with their individual writing projects where they will have the opportunity to write around their areas of interest.

Year 3 (Year 2/3)

Welcome Project (KS1) - – needs to include setting up classroom publishing houses)

Nature Poetry

Varies sentence length for clarity and purpose.

May use one word sentences for effect.

May use rhyme for effect.

Borrows or creates a repeated pattern.

May use similes for effect.

Mini lessons:

Simile

White Rose INFINITY

Spelling Shed

Times Tables Rock Stars

Maths

CENTURY

Place value:

- Representing numbers to 100 (year 2 recap).
- Using 10s and 1s to add within 100 (year 2 recap).
- Counting in 100s.
- Using equipment and drawings to represent numbers within 1000.
- Understanding how many 100s, 10s and 1s are in numbers.
- Using number lines to show where numbers within 1000 are in relation to each other.
- Find 1, 10 and 100 more or less than numbers.
- Comparing objectives within 1000.
- Comparing numbers within 1000.
- Ordering numbers.
- Counting in 50s.

Addition and subtraction:

- Adding and subtracting multiples of 100.
- Column addition with and without exchanging.
- Column subtraction with and without exchanging.
- Estimating answers to calculations.
- Checking answers to calculations.

Holden Clough Key Instant Recall Facts - Year 3

To help to develop the children's fluency, below are the expected key instant recall facts (KIRFS) that children should have mastered by the end of the year. Children should be able to instantly:

Place value	Number bonds	Addition and subtraction
• Count from 0 in multiples of 100. • Count from 0 in multiples of 50. • Count from 0 in multiples of 4. • Count from 0 in multiples of 8. • Count in 4s from any given number, forwards and backwards. • Count in 3s from any given number, forwards and backwards. • Find 10 more / less than a given number within 1000. • Find 100 more / less than a given number within 1000. • Read and write numbers to 1000 (numerals and words).	• Understand the = sign in balancing equations. • Use and understand < and > signs. • Understand missing number calculations. • Know all number bonds to 100 and find patterns within number bonds to 100.	• Know all addition and subtraction facts for multiples of 100 to 1000. • Know all addition and subtraction facts for multiples of 5 with a total of 100. • Know all addition and subtraction facts for number pairs with a total of 100. • Add and subtract mentally: - A three-digit number and ones. - A three-digit number and tens. - A three-digit number and hundreds.
Multiplication	**Doubling and halving**	**Measurement**
• X3 including division facts. • X4 including division facts. • x8 including division facts.	• Know doubles of all multiples of 10 to 500. • Know halves of all multiples of 10 to 500. • Know doubles of all multiples of 100 to 1000. • Know halves of all multiples of 100 to 1000.	• Know the number of seconds in a minute. • Know the number of days in each month, year and leap year. • Understand am and pm; noon and midnight. • Tell the time to quarter to 1 to and 1 past. • Recognise right angles.

Place Value

Step 1	Numbers to 20
Step 2	Count objects to 100 by making 10s
Step 3	Recognise tens and ones
Step 4	Use a place value chart
Step 5	Partition numbers to 100
Step 6	Write numbers to 100 in words
Step 7	Flexibly partition numbers to 100
Step 8	Write numbers to 100 in expanded form
Step 9	10s on the number line to 100
Step 10	10s and 1s on the number line to 100
Step 11	Estimate numbers on a number line
Step 12	Compare objects
Step 13	Compare numbers
Step 14	Order objects and numbers
Step 15	Count in 2s, 5s and 10s
Step 16	Count in 3s

Addition and Subtraction

Step 1	Bonds to 10
Step 2	Fact families - addition and subtraction bonds within 20
Step 3	Related facts
Step 4	Bonds to 100 (tens)
Step 5	Add and subtract 1s
Step 6	Add by making 10
Step 7	Add three 1-digit numbers
Step 8	Add to the next 10
Step 9	Add across a 10
Step 10	Subtract across 10
Step 11	Subtract from a 10
Step 12	Subtract a 1-digit number from a 2-digit number (across a 10)
Step 13	10 more, 10 less
Step 14	Add and subtract 10s
Step 15	Add two 2-digit numbers (not across a 10)
Step 16	Add two 2-digit numbers (across a 10)

Holden Clough Key Instant Recall Facts - Year 2

To help to develop the children's fluency, below are the expected key instant recall facts (KIRFS) that children should have mastered by the end of the year. Children should be able to instantly:

Place value	Number bonds	Addition and subtraction
• Count in 10s from any given number, forwards and backwards. • Count in 2s from any given number, forwards and backwards. • Understand the value of Tens & Ones. • Count in 2s from 0 forwards and backwards. • Count in 3s from 0 forwards and backwards. • Count in 5s from 0 forwards and backwards. • Read and write numbers to 100 (numerals and words)	• Know all number bonds within 20 and identify patterns. • Link number bonds to 20 to number bonds to 10. • Understand the = sign in balancing equations. • Use and understand < and > signs. • Understand simple missing number calculations.	• Add multiples of 10, including crossing boundaries. • Subtract multiples of 10, including crossing boundaries. • Know all addition facts for multiples of 10 to 100. • Know all subtraction facts for multiples of 10 to 100.
Multiplication	**Doubling and halving**	**Measurement**
• x2 including division facts. • x5 including division facts. • x10 including division facts. • Recognise odd and even numbers.	• Know the doubles of all numbers to 20. • Know the halves of all even numbers to 20.	• Know how many pennies in a £. • Know the number of minutes in an hour. • Know the number of hours in a day. • Tell the time to quarter to and quarter past.

Number and Place Value — Knowledge Organiser

Key Vocabulary

- hundreds
- tens
- ones
- zero
- place value
- greater than
- less than
- order
- more
- less
- partition
- digit

3-Digit Numbers

256

two hundred	fifty	six
200	50	6

10 and 100 More or Less

Ten Less		Ten More
120	130	140

One Hundred Less		One Hundred More
212	312	412

Counting in 4s and 8s

0	4	8	12	16	20	24	28	32	36	40

0	8	16	24	32	40	48	56	64	72	80

Counting in 50s and 100s

0	50	100	150	200	250	300	350	400	450	500

0	100	200	300	400	500	600	700	800	900	1000

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Number and Place Value — Knowledge Organiser

Compare and Order

100s	10s	1s

324 > 243
greater than

100s	10s	1s

79 < 126
less than

smallest — greatest

497 508 512 521 602

500 — 600

Represent Numbers to 1000

587

five hundred and eighty-seven

Hundreds	Tens	Ones

500 + 80 + 7

587 = 500 + 80 + 7

Hundreds	Tens	Ones

Numerals and Words to 1000

0	100	200	300	400	500	600	700	800	900	1000
zero	one hundred	two hundred	three hundred	four hundred	five hundred	six hundred	seven hundred	eight hundred	nine hundred	one thousand

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Number and Place Value — Knowledge Organiser

Key Vocabulary

- hundreds
- tens
- ones
- zero
- place value
- greater than
- less than
- order
- partition
- digit

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2-Digit Numbers

26

twenty	six
20	6

Compare Numbers

Tens	Ones

36 = 36
equals

26 < 34
less than

24 > 19
greater than

Counting

Counting in 2s

0	2	4	6	8	10	12	14	16	18	20

Counting in 3s

0	3	6	9	12	15	18	21	24	27	30

Counting in 5s

0	5	10	15	20	25	30	35	40	45	50

Counting in 10s

0	10	20	30	40	50	60	70	80	90	100

Order Numbers

36 37 38 39 40 41 42 43 44

37 < 39 < 42

45	48	52	53	61

smallest — greatest

Number and Place Value — Knowledge Organiser

Read, Write and Represent Numbers to 100

14	fourteen	one ten four ones			Tens Ones	14 = 10 + 4
29	twenty-nine	two tens nine ones			Tens Ones	29 = 20 + 9
42	forty-two	four tens two ones			Tens Ones	42 = 40 + 2

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
zero	one	two	three	four	five	six	seven	eight	nine	ten	eleven	twelve	thirteen	fourteen	fifteen	sixteen	seventeen	eighteen	nineteen	twenty

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Why do people live near volcanoes?

Layers of the earth

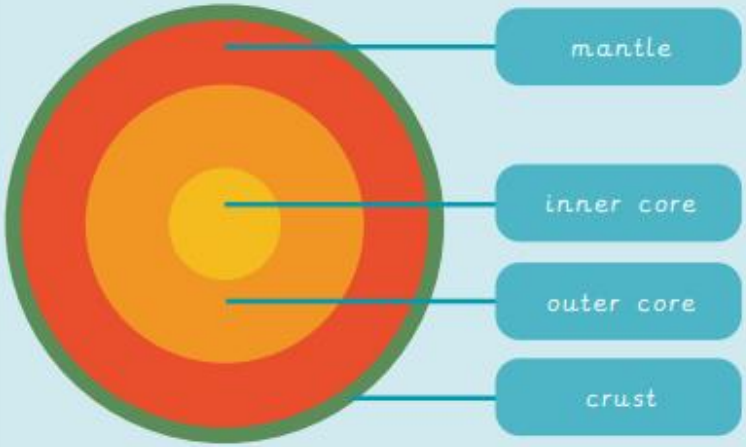
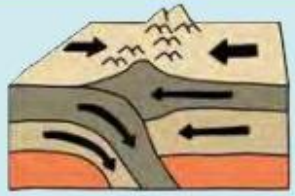
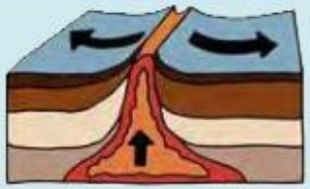


Plate boundaries



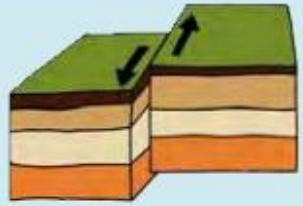
convergent

This is where two tectonic plates meet. The ground can fold up, creating fold mountains.



divergent

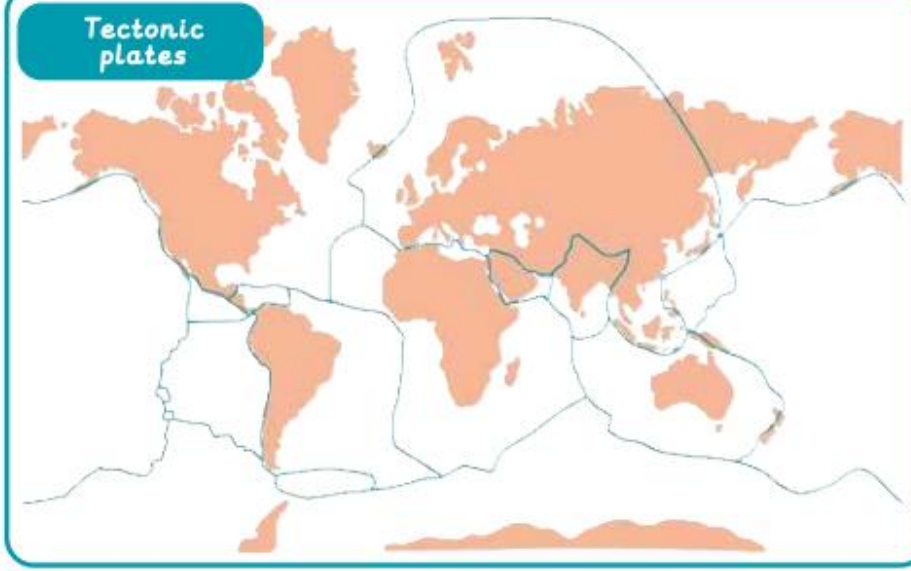
This is where two tectonic plates move apart. Magma can come through the gap, creating a volcanic mountain.



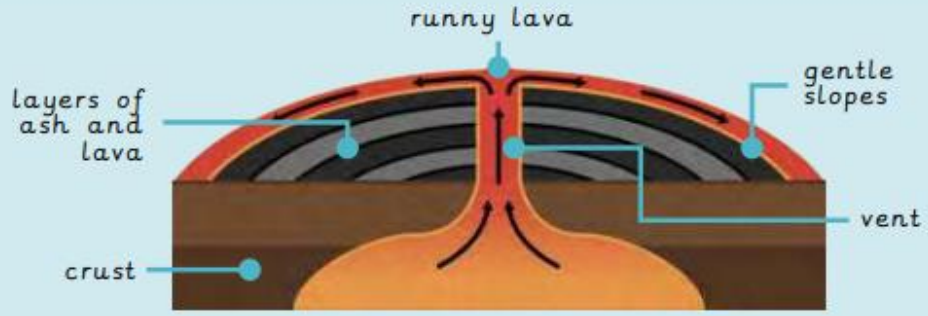
transform

This is where two tectonic plates slide past one another. Cracks in the plates can cause fault-block mountains.

Tectonic plates



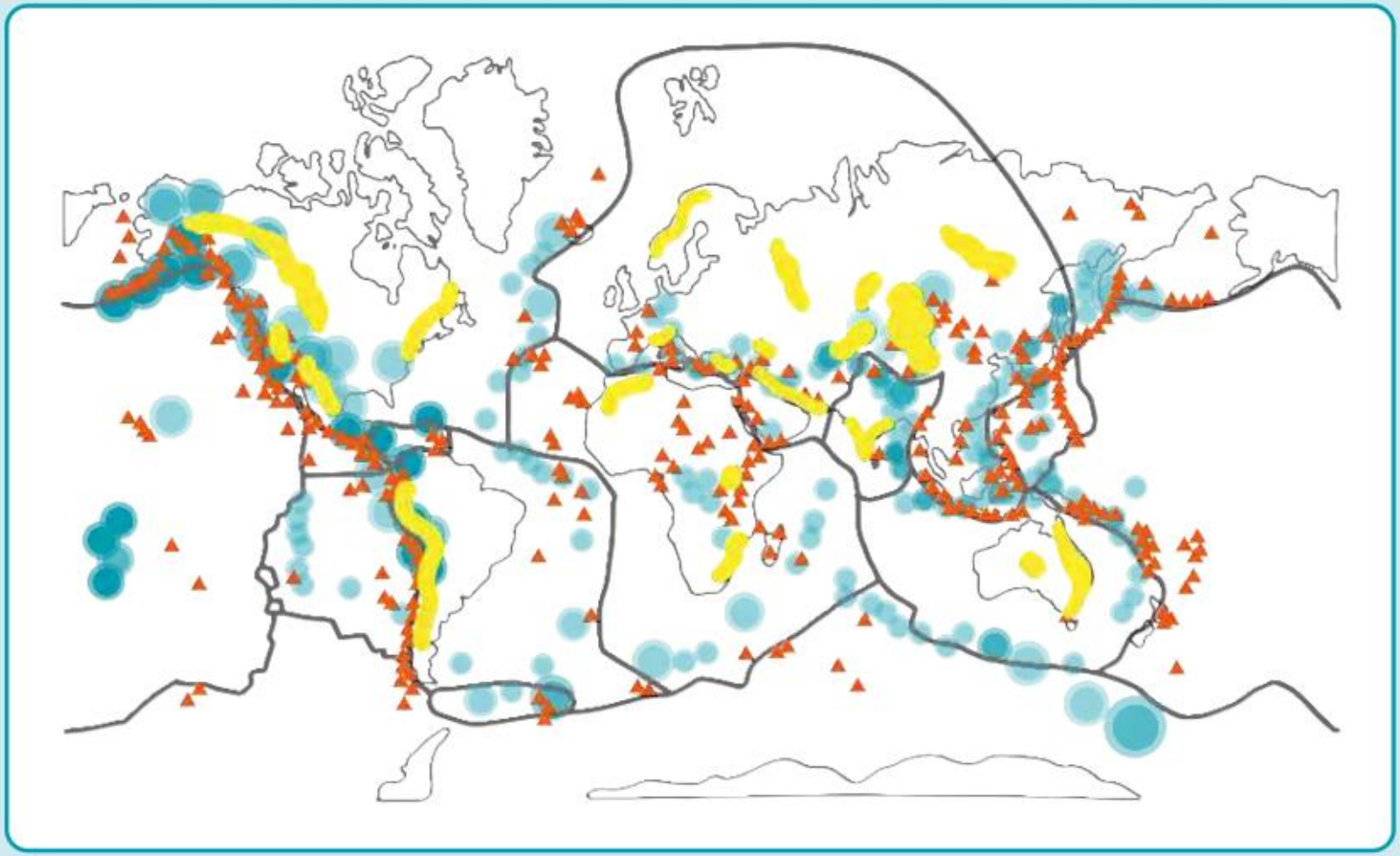
Shield volcano



A less-explosive, gently sloping volcano.

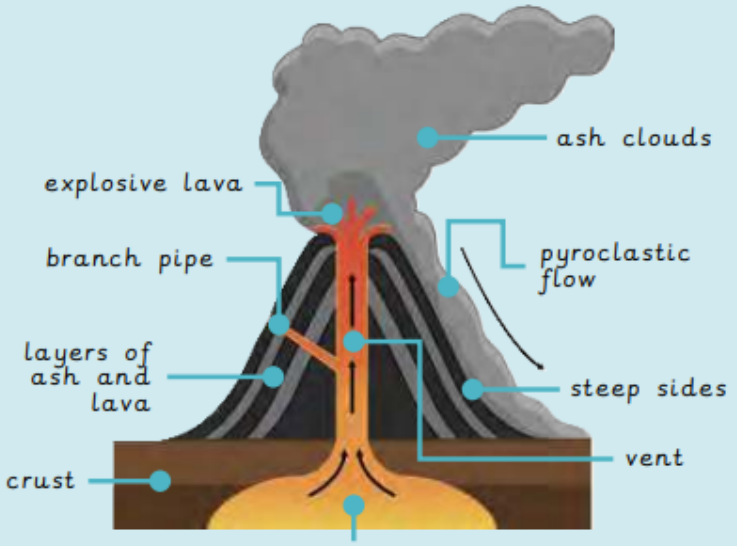
Why do people live near volcanoes?

Map of mountains, volcanoes and earthquakes



Why do people live near volcanoes?

Composite volcano



An explosive, steep-sided volcano.

Negative and positive effects of living near a volcanoe

Negative

People may be injured or killed.

Forests and farmland may be destroyed.

Homes may be destroyed.

Carbon dioxide emissions contribute to climate change.

Ash clouds can pollute rivers, killing fish.

Tsunamis and earthquakes may happen.

Positive

Rich, fertile soil is created.

New land is created over time from hardened lava.

Volcanoes can be beautiful landscapes.

Hot springs and skin-brightening mud attract tourists.

Tourism to volcanoes creates jobs for people.

Geothermal energy from the steam is environmentally friendly.

Jobs are created mining precious stones made by the volcano.

Volcano classification

active

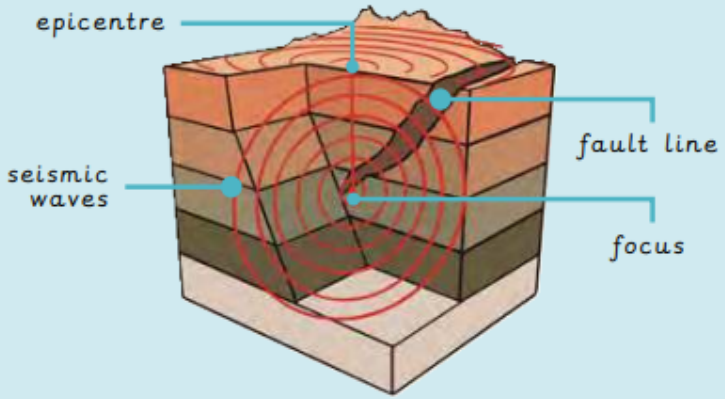
A volcano currently erupting or is likely to erupt soon.

extinct

A volcano that has not erupted in 10,000 years and is not expected to erupt again.

dormant

A volcano that may erupt again but has not erupted for a while.



earthquake

A shaking of the ground caused by tectonic plates moving.

Animals Including Humans

Year 3

Key Vocabulary	
healthy	in a good physical and mental condition
nutrients	substances that living things need to stay alive and healthy
energy	strength to be able to move and grow
saturated fats	types of fats, considered to be less healthy, that should only be eaten in small amounts
unsaturated fats	fats that give you energy, vitamins and minerals

- Living things need food to grow and to be strong and **healthy**.
- Plants can make their own food, but animals cannot.
- To stay **healthy**, humans need to exercise, eat a **healthy** diet and be hygienic.
- Animals, including humans, need food, water and air to stay alive.

Nutrient	Found in... (examples)	What it does/they do
carbohydrates		provide **energy**
protein		helps growth and repair
fibre		helps you to digest the food that you have eaten
fats		provide **energy**
vitamins		keep you **healthy**
minerals		keep you **healthy**
water		moves **nutrients** around your body and helps to get rid of waste

Animals Including Humans

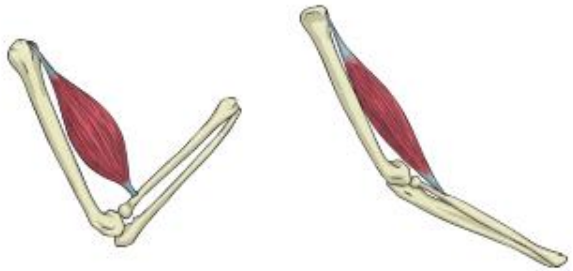
Year 3

Key Vocabulary	
vertebrate	animals with backbones
invertebrate	animals without backbones
muscles	soft tissues in the body that contract and relax to cause movement
tendons	cords that join muscles to bones
joints	areas where two or more bones are fitted together

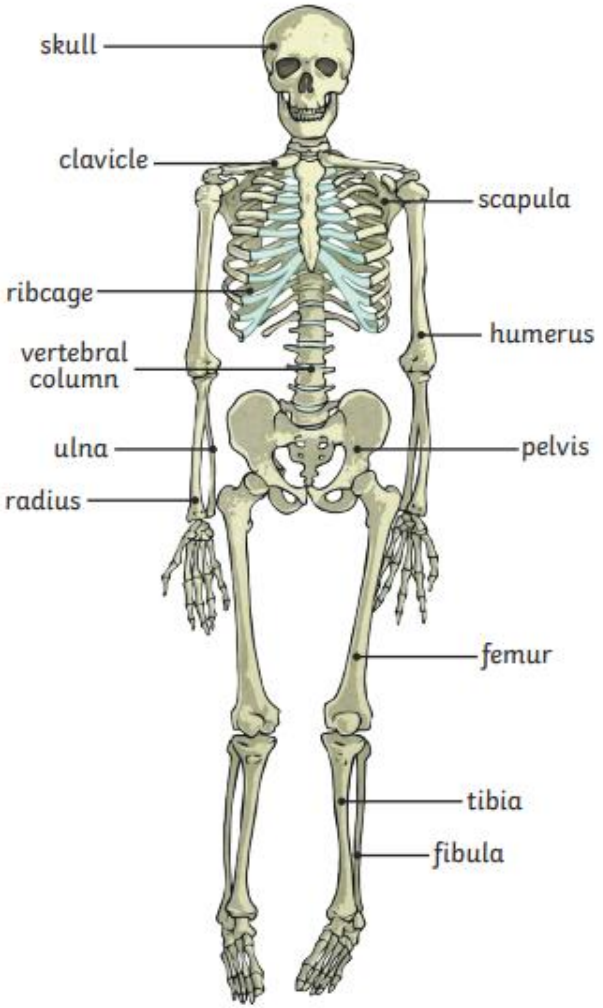
Skeletons do three important jobs:

- protect organs inside the body;
- allow movement;
- support the body and stop it from falling on the floor.

Skeletal muscles work in pairs to move the bones they are attached to by taking turns to contract (get shorter) and relax (get longer).



contract **relax**



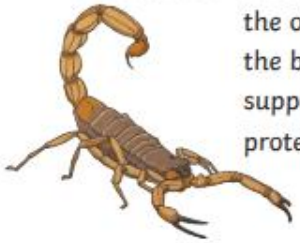
vertebrate

↓

endoskeleton – a skeleton on the inside of the body that supports and protects it

invertebrate

exoskeleton – a skeleton on the outside of the body that supports and protects it



hydrostatic skeleton – a skeleton made up of a fluid-filled compartment in the body called a coelom, mainly found in soft-bodied animals

Art/DT

- Sketch one of your favourite animation (cartoon) characters and add colour to it.
- Create your own volcano!
- Drawing and label their own map of the world highlighting the seven continents and tectonic plates.
- Create your own new Disney character.

Writing

- Create a new villain for a cartoon and write a fact file about your villain.
- Fact file on the seven continents. Who lives there? Animals/climate etc.
- Create a comic strip.
- Create your own mini book as we have done in class!

Year 3 Autumn 1 homework.
Please upload videos and photos onto Dojo – one task per week.

Science

- Make a healthy dish and create a recipe.
- Create an eat well plate.
- Learn the different bones in the body and display it in a creative way!

Music/dance

- Learn a Disney song and create a video of yourself singing it. You could create a dance for the music if you'd prefer.
- Dance along to a Disney song of your choice.
- Sing along to the continent song!

Maths, Grammar and reading

A maths and grammar/reading task will be set on Century weekly for you to complete. Please also continue to use TTRS regularly.

Please ensure that you are reading at home at least 3 times weekly. Each time you read and sign your child's reading diary, they receive a raffle ticket and have the chance to win a prize!