

## Nurturing a caring community, in which every child learns well.

### Driver 1: Citizenship

Enable children to make their own decisions and take responsibility for their own lives and communities.

Develop children's understanding of and responsibilities within their communities from the local (Sheffield) to the national (British) and finally global (World)

### Driver 2: Aspiration

Provide children with the necessary skills, knowledge and understanding to succeed irrespective of socio-economic background and/or gender.

Promote self-efficacy, which is an individual's belief in his/her innate ability to achieve goals.



## Long Term Project Planning: Learning Objectives

**Year Group:** 3

**Term:** Summer 2

**Project Stimulus (Visit/Visitor/Experience):** History Van

**Project Outcome:** Roman Day

**Long Term Project Planning**

**Year Group: 3**

**Term: Summer 2**

**Subjects Taught Discretely**

**Real PE**

Health and fitness  
Agility - ball chasing  
Static balance-  
stance

**Science – Light**  
**Pupils should be taught to**

Recognise that they need light in order to see things that dark is the absence of light  
Notice that light is reflected from surfaces  
Recognize that light from the sun can be dangerous and that there are ways to protect their eyes  
Recognize that shadows are formed when the light source is blocked by a solid object  
Find patterns in the way that the size of the shadows change

**PHSE**

**Living in the Wider World**  
Economic Wellbeing  
Being a responsible citizen

**D+T - Cooking**

To understand and apply the principles of a healthy and varied diet by designing a nutritionally balanced meal  
To prepare and cook using a range of cooking techniques  
To understand seasonality, and know where and how a variety of ingredients are grown, choosing seasonal ingredients to create own dish

**French**

Revision of key vocabulary taught over the year

**Computing**

**Computational Thinking and Programming**

*How do I design a programme in Scratch?*

Pupils can use Events to trigger something (a routine) to happen in a computer program and a forever loop to keep checking for an Event.