

English

- Whitby - Recount of visit
- Diary entry – Life on board Captain Cook’s ship - Endeavour or writing from an alternative perspective
- Narrative – Model and create class opening for suspense Dracula themed narrative for children to continue
- Newspaper stories of the event, create a journalistic report describing strange events, a disappearance including local experts and witnesses.
- Create various mysterious openings for similar stories.
- Non Fiction – Create a tourist guide for Whitby
- Reading comprehension – Dracula posing inference and deduction questions to deepen the understanding.
- Descriptive writing based upon visual stimulus of an eerie Whitby
- Share extracts from ‘Dracula’ by Bram Stoker
- Non chronological report – Endeavour how to prevent scurvy
- Instructions – How to create a Dracula resistance kit
- Biography – Captain Cook
- Narrative – Poor Tom and the Smugglers of Mournie - re-write story as 1st person account.
- Poetry – Whitby Abbey at night
- Letter in a bottle – mystery of the writer

Year 3 Curriculum Links – Summer

Whitby a Town of Voyagers and Vampires



Enrichment:

Whitby– Including Abbey or Captain Cook Memorial Museum

Immersion:

On board a ship in the past – or in Dracula’s lair

Mathematics

- Problem solving - linked to time how many days did it take to sail from one destination to another if went from May to June etc.
- Co-ordinates – Locate treasure sites from an endeavour map
- Position and direction
- Capacity – linked to amount of blood drunk by Dracula
- Fractions – linked to fractions of blood vials and equivalent amounts
- Measure the perimeter of simple 2-D shapes – create Endeavour from simple shapes to measure perimeter
- Read time with increasing accuracy to the nearest minute – linked practically throughout immersion to get awareness of time and duration link with problem solving tasks
- Construct a 3D model of Whitby Abbey
- Interpret and present data using bar charts, pictograms and tables – linked to favourite food to eat at the seaside
- Maze – using angles and language of angles to get the vampire slayer to reach the vampire hidden in the maze.

Geography

- Identify key places in Ancient Egypt, the continent to which it belongs and the countries and seas that surround it. Use atlases and map work.
- Research the country Egypt research in terms of climate, temperature and population
- Identify geographical features of Egypt, such as capital city, average temperatures, amount of precipitation and the length of the Nile. Identify land use and compare to the UK. Compare terrain where the land of the kings is to Sharm -el -sheikh
- Investigate the longest river in the world - identify geographical features of the River Nile, such as length, tributaries, source and mouth, as well as looking at which countries besides Egypt the Nile runs through.
- Investigates and locate the pyramids of Egypt, look at what they were built for, how they were built and how the design changed over time, as well as looking at discuss the Great Pyramids of Giza, the only remaining wonder of the ancient world.
- Newspaper report – discovery of new tomb

PE

- Use team building skills to move objects from one position to another with obstacles as obstruction.
- Perform Egyptian inspired dances as an individual and group.
- Create gymnastic routines as a group to demonstrate and include equilibrium.
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

History

- Explore how society in ancient Egypt was organised, investigating the roles, rights and responsibilities of different groups of people from pharaohs and viziers to farmers and slaves.
- Investigate what a pharaoh did, how someone became pharaoh, what power and influence they had over the Egyptian subjects and what happened when they died.
- Research Egyptian gods and goddesses and the role of Egyptian temple.
- Discover the inventions and achievements of the ancient Egyptians understanding the role some have on today’s life.

Music

- Using instruments to create a scene e.g. discovering Tutankhamen’s tomb
- Including group performance and improvement
- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- Improvise and compose music for a range of purposes using the inter-related dimensions of music
- listen with attention to detail and recall sounds with increasing aural memory
- use and understand staff and other musical notations
- appreciate and understand a wide range of high-quality live and

Science

- Identify parts of a plant and understand their important function.
- Explore the requirements of plants for life and growth
- (air, light, water, nutrients from soil, and room to grow investigate what plants need to grow well. record findings using simple scientific language and drawing and diagrams.
- Investigate the way in which water is transported within plants by observing the transport of food colouring through a flower stem.
- Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal by understanding pollination and Fertilisation.
- Understand light source and how light travels
- Investigate how to change the size of shadows and which objects give the darkest shadows.
- Create shadow puppet play using knowledge and skills on light and shadows. Make a theatre and puppets for the show in groups

DT

- Make the death mask of Tutankhamun using mod roc
- Make sarcophagus – in groups papier Mache and paint
- Canopic jars – create Canopic jar from clay
- Understand and follow the process to bake the own Egyptian flatbread

Computing

- Create bird feeders for around school

Art & Design

- Create own piece of papyrus artwork, studying the art from ancient Egypt for ideas and inspiration.
- Write name in Hieroglyphics using the principles of printmaking
- Create a semi abstract composition based on Egyptian Art – arrange shapes and objects within a frame, make interesting by altering sizes, varying direction of objects overlapping objects, creating a sense of depth foreground, mid ground and background

SMSC

- Social – water safety – at the coast, waves – riptides
- Moral – Whaling – explore what happened in the past and currently link to dolphins in Scandinavia
- Cultural – Explore different cultures and discuss the moral aspect.

MFL

- Ask for and give name
- Revision of numbers 010
- Colours
- Names of fruit
- Easter Celebrations

Forest School

- Create bird feeders for around school

RE

- Theme:** Hindu Beliefs
- **Key Question:** How can Brahman be everywhere and in everything?
- **Religion:** Hinduism
- Theme:** Sharing and Community
- **Key Question:** Do Sikhs think it is important to share?
- **Religion:** Sikhism
- Theme:** Pilgrimage to the River Ganges
- **Key Question:** Would visiting the R Ganges feel special to a non-Hindu?
- **Religion:** Hinduism
- Theme:** Prayer and Worship
- **Key Question:** What is the best way for a Sikh to show commitment