

Year 3 - Autumn Term 1: Modern Marvels

Key Driver: Sticky Knowledge

Maps enable us to locate continents, countries and capital cities.



Australia is located on the opposite side of the world.



Secondary Drivers:

Art - Produce a 2D futuristic figure

Use a variety of materials to add texture a 3D collage.

ICT - Understand how to use the internet safely.

Using personal log ins.

Keeping our personal information safe.



PSHE: Settle back into the school community.

Know who I can speak to if I need to.

MFL: Greet each other in French.

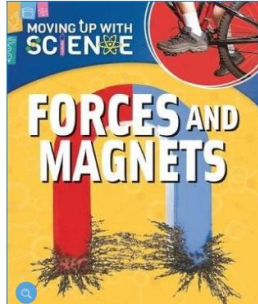



PE: Enjoy being physically active

Working with others in physical outdoor games.

RE: Explore the question - What do different people believe in God?

Year 3: Friction and Magnets Knowledge Mat

Subject Specific Vocabulary.			Sticky Knowledge about and magnets and friction
attract	When two magnets pull towards each other.	  Poles of a magnet >	<input type="checkbox"/> Magnets have a north and south pole.
repel	When two magnets push away from each other		<input type="checkbox"/> Unlike poles attract, e.g. South and North
smooth	An object with an even surface		<input type="checkbox"/> Like poles repel, e.g. North and North
rough	An object with an uneven surface, e.g. lumps or dents		<input type="checkbox"/> Magnets only attract certain types of metals.
Our big questions are: Which magnet is the strongest? How do different surfaces affect the movement of a vehicle?		Important facts to know by the end of the magnet and friction topic:	<input type="checkbox"/> A magnet will attract metals that contain iron, nickel or cobalt.
Scientific skill taught during our Magnet topic is: Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts and tables		<ul style="list-style-type: none">• Things move on different surfaces.• Magnetic forces act at a distance.• Know that magnets attract some objects but not others.• Predict whether two magnets will attract or repel each other.• Know that magnets have two poles.	<input type="checkbox"/> Surfaces can speed up or slow down an object.