

LITERACY:

Look at adventure stories linking light and dark with good and evil in fiction stories.

Non-fiction work on light and dark. Link with inventors and Science modules.

SCIENCE

Physics

Y3: Sources of light; shadows & reflections

Light Sources light sources, both natural and artificial, as well as exploring how light travels in a straight line and what would happen if an object blocked the light's path

Night and Day between night and day and how the rotation of the Earth brings about both. It also explores why countries in different parts of the world have different time zones. Geography link

Shadow Predictions Make and check predictions about how the positions of their shadows change at different times of the day.

Shadow Sticks plan, carry out and evaluate an experiment to see how the length and position of shadows change throughout the day using a shadow stick.

Transparent, Translucent and Opaque Understand 'transparent', 'translucent' and 'opaque' and identify materials of these descriptions but examining the type of shadow they create.

Biology

Y3: Flowers as part of the plant life cycle Link to light and dark for growth etc

MATHS:

No links here

Geography: No links here

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Use 8 points of compass, symbols & keys
- Describe & understand climate, volcanoes, earthquakes and settlements
- Use fieldwork to observe, measure & record

Trips:

The Centre For Life
Sunderland Museum and
Winter Gardens
Laing Art Gallery

Topic Light and dark

Computing

Design & write programs to achieve specific goals, including solving problems Use internet safely and appropriately Collect and present data appropriately

Include sounds in their ebook. Multimedia presentation is and what it might include before looking in more detail at how to insert sounds into an ebook. Children will then have the chance to try this out for themselves and even record their own sounds to include in their presentations

Design and create their own stained glass window with the help of ICT

MUSIC:

Describing Instruments by listening to different instruments to find out what they sound like.

Making Noises low, booming noises, high, tinkly sound

Pitch and Volume improve their listening skills as they identify high, low, loud and soft notes on tuned instruments. They can even explore how jars with different amounts of water in have a different pitch science link!

Songs to do with light

HISTORY:

No links here.

Design and Technology:

Use research & criteria to develop products which are fit for purpose
Use annotated sketches and prototypes to explain ideas

Evaluate existing products and improve own work
Use mechanical systems in own work

Children make and evaluate their own musical instruments.

Design, make and evaluate a game including a circuit that lights up and makes noises.

ART

Use sketchbooks to collect, record and evaluate ideas
Improve mastery of techniques such as drawing, painting and sculpture with varied materials
Learn about great artists, architects & designers

Light Colour Spectrum Prism splitting white light into different colours, mixing paints to make colour

Light, shade and tone How artists use light and shade. Sketching and shading.

Looking at Sound Create their own artwork to represent sound waves. This lesson contains a lesson plan, slides, activity ideas and Picture Cards.

[Art of a sunset](#)
[Sunflowers Van Gough?](#)

RE: Taught
separately
Come and See
topics