

# Kynance Cove Class...

## 'Dungeons & Dragons'



### Driving Question:

**How can we bring legends to life?**

**REAL outcome:** Presentation of legends in manner of own choosing



### **Class Readers:**

- The Boy Who Grew Dragons
- Stories of King Arthur
- Dragonology
- The Lion, The Witch and The Wardrobe

### **English**

- Familiar settings
- Non-chronological reports
- Character and setting descriptions
- Y3 SPaG curriculum
- Word recognition and comprehension



### **Mathematics**

- Number and Place Value (numbers up to 1000)
- Addition and subtraction (using concrete, pictorial and abstract methods)
- Multiplication and division
- Reasoning skills (Why...? Explain..., Prove it!)



### **PE**

- Swimming
- Circuit Training
- Hockey



### **Science**

- Magnets and Forces
- Animals, including humans  
→ Knowledge, application, investigating, asking questions, evaluating

### **Computing**

- We are presenters  
→ Internet safety, animation, Pages, iMovie, green screen

### **RE**

- Jesus as a historical figure
- The parables of Jesus

### **History / Geography**

- Structure, location and history of castles and castle-life
- How crime and punishment has changed

### **PSHE**

- Being me in my world
- Celebrating Difference

### **Art / D&T / Music**

- Use a variety of materials with increasing accuracy and intent
- Using voice with control / listening with attention

### **TRIPS / EXPERIENCES**

- St. Michael's Mount
- Medieval party

### **How you can help...**

- Model questions – 'I wonder ...'
- Visit library, share books / research, ...
- Reading, Mathematics, Spellings, Times tables, ...

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**Moving towards Christmas...**

