# Kynance Cove Class... 'Dungeons & Dragons'



## **Driving Question:** How can we bring legends to life?



#### Class Readers:

- How to Train Your Dragon
- Harry Potter and the Philosopher's Stone
- Stories of King Arthur • Dragonology
- Relevant non-fiction texts

#### 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!)

#### RE

- Jesus as a historical ligure
- The parables of Jesus

#### **PSHE**

- Being me in my world
- Celebrating Difference



## PE

- Swimming
- Circuit Training • Hockey



#### History / Geography

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

### Art / D&T / Music

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

# <u>REAL outcome:</u> Presentation of composed stories

### English

• Magnets and Forces

• Animals, including humans

 $\rightarrow$  Knowledge, application,

- Familiar settings
- Non-chronological reports
- Character and setting descriptions
- Y3 SPaG curriculum
- Word recognition and comprehension (see parent reading leaflet)

### Computing

• We are presenters  $\rightarrow$  Internet safety, animation, Pages, iMovie, green screen



#### Moving towards Christmas...



Science

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

#### www.twinkl.co.uk/resourc es/parents

## investigating, asking questions, evaluating

- **TRIPS / EXPERIENCES** 
  - St. Michael's Mount

## • Medieval party

## How you can help...

