Maths: Fractions/Money/Shape/Time
- Add/Subtract fractions with the same denominator and find fractions of amounts.
- Work out totals and give change with money.
- Identify angles including right angles.
- Identify and draw parallel and perpendicular lines.
- Draw, classify and compare 2D/3D Shapes.
- Read time on a digital and analogue clock.

English
- *Fiction Text: Alice in Wonderland*
- *Fiction Text: Topsy Turvey World (Poems)*
- *Non-Fiction: The Story of Tutankhamun*
- To develop positive attitudes towards and stamina for writing by writing for different purposes. This includes creating a non-chronological report about the tomb of Tutankhamun.
- To proof- read and check that the writing makes sense to them, discussing their understanding and explaining the meaning of words in context.

Geography/History
- Climate Change
- Ancient Egyptians

50 Things
To purchase an item from a shop.

Curriculum Web
Owl Class-Term 6

Art & DT
- Artist Focus –   Robert McCall
  To explore the space art.
  Collage, Poster paint and sketch.

DT: To create an app using micro:bit.

Religious Education
- To focus on our school value of **Thankfulness**.
- Sikhism: How do Sikh people worship and celebrate?

Music
. Composing
 Improving my work and explaining how it has been improved.

Grammar, Punctuation and Spelling
•Extending the range of sentences with more than one clause by using a wider range of conjunctions, including: when, if, because, although
•using the present perfect form of verbs in contrast to the past tense.

•Year 3
•Common Exception Words: fruit, perhaps, regular, address, arrive, decide

Chemistry: The Nappy Challenge
- Plan and make systematic and careful observations.
- Research Marion Donovan who developed disposable nappy.
- Use scientific evidence to answer questions.
- To be able to gather, record, classify and present data in a variety of ways to help in answering questions.

Computing
- Programming B – Events and actions in programs.
- To be able to move a sprite in four directions.
- Explore movement with context of maze.
- To code and create own maze tracing program.