

## Science

- Skeletons in humans and animals – movement, protection and support
- Compare animals to humans
- Nutrition and meal design
- Exit point: Design a new animal for speed
- Working scientifically: Skeleton work

## DT:

- Design, make and evaluate a healthy lunch.

## Computing:

- We are movie makers – film making/ editing day

## Maths:

- Time
- Statistics
- Consolidation of topics
- 6, 9 and 11 times tables and related division facts

# How can Usain Bolt move so quickly?

## Flesh and Bones

Yr 3: Spring 1<sup>st</sup> half

## Enrichment

- PE – perform different exercises that use different muscle groups once they have been learnt in Science.
- Bootcamp

## Entry Point:

- Body quiz
- Races on the field. How far can you run in 9.68s – the world record. An afternoon of Sports

## Literacy

### Books:

- *Charlotte's Web*
- Non-fiction texts
- Information texts

Writing for a variety of purposes including: Newspaper and persuasive texts.