

Big Question Curriculum Map

(English and Maths planned separately)

PSCHE/School Values/British Values:

Being a rock: learning how to be a good friend to each other as well as to ourselves.

Developing resilience; being able to deal with success as well as failure.

Learning to identify different emotions.

Computing:

Using ICT to investigate what Stone Age paintings on rocks and in caves tell us about what life was like then.

Learning environment:

Stone Age Day

Opportunities for writing:

It's thought that people first got the idea for dragons from fossils. We will bring dragons alive in our writing, producing instruction leaflets on how to care for a dragon's egg and non-chronological reports about the different dragons we can dream up for ourselves, creating a class book on Dragons of the World.

There will also be writing opportunities in our science investigations into types of rocks.

Year Group: 3

Term: 2 Big Question:

WHAT WOULD ROCKS SAY IF THEY COULD TALK?

RE:

Investigating Christian ideas about the Fall and linking in with PSHCE on how to be 'a rock', starting to make links between what stories in the Bible say about humans and ideas about how people choose to behave.

Key vocabulary:

Determination and resilience.

Kindness

Questioning.

History – and what we can learn from it.

Arts (including Art, DT, Music, Drama)

-Stonehenge standing stones (they keep their secrets safe).

-Fossilised 'Dragon' art.

- Skeleton dance

Science:

Investigating different types of rocks and how they were made (and what this tells us about the history of the world).

What the fossil record tells us about what life was like before us.

Answering the question: what is soil?

History:

Investigating what the Stone, Bronze and Iron Age tells us about how people lived and why stones (and rocks) were so important to life then.

Learning about farming and how being able to create tools changed the way we lived forever.

PE: Real PE through Uni-Hockey. Children compete in a league format that culminates in a grand final.

