

MTP Autumn 1 Humshaugh First School Class 3 - Mrs Long/Ms Osborne/Mrs Wilkinson/ Mr Hulbert

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VIPERS	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths	Guided reading VIPERS Ancient Greece Modern Myths
DRAMA	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur	Harvest Festival Theseus and the Minotaur
MATHS	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position	Place Value Addition and Subtraction Shape, Lines, Angles, Symmetry Position
HISTORY	Ancient Greece Who were the Ancient Greeks? To find out when and where the Ancient Greeks lived To make a timeline of key events To use historical sources to infer information about the past	Ancient Greece Why were Athens and Sparta so different? To know what city-states were To compare the city-states of Athens and Sparta To make a balanced argument based on historical knowledge	Ancient Greece What was Alexander the Great's impact on the Greek empire? To find out why Alexander the Great was a significant figure To analyse the historical impact of Alexander the Great	Ancient Greece Why did a small Greek army win the Battle of Marathon? To find out what happened at the Battle of Marathon To analyse the main reasons for the Greek victory	Ancient Greece What were the Ancient Greek gods known for? To learn about the twelve Olympian gods and their associated symbols To identify key Ancient Greek gods and goddesses from historical sources	Ancient Greece What happened at the Ancient Greek Olympic Games? To explain the importance of the Olympic Games in Ancient Greek culture To explore the balance of religious, social and sporting activities at the Ancient Greek Olympics	Ancient Greece What were the Ancient Greek philosophers famous for? To find out about famous thinkers from Ancient Greece To explore key ideas and questions from Ancient Greek philosophy	Ancient Greece How significant is the legacy of Ancient Greece for life today? To explore the influence of Ancient Greece on various areas of modern life To consider the significance of different legacies on life today

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COMPUTING	NCC/360 Scheme Unit 3.2 Creating media-Animation Can a picture move? To explain that animation is a sequence of drawings or photographs I can draw a sequence of pictures I can create an effective flip book—style animation I can explain how an animation/ flip book works	NCC/360 Scheme Unit 3.2 Creating media-Animation Frame by frame To relate animated movement with a sequence of images I can predict what an animation will look like I can explain why little changes are needed for each frame I can create an effective stop-frame animation	NCC/360 Scheme Unit 3.2 Creating media-Animation What's the story? To plan an animation I can break down a story into settings, characters and events I can describe an animation that is achievable on screen I can create a storyboard	NCC/360 Scheme Unit 3.2 Creating media-Animation Picture perfect To identify the need to work consistently and carefully I can use onion skinning to help me make small changes between frames I can review a sequence of frames to check my work I can evaluate the quality of my animation	NCC/360 Scheme Unit 3.2 Creating media-Animation Evaluate and make it great! To review and improve an animation I can explain ways to make my animation better I can evaluate another learner's animation I can improve my animation based on feedback	NCC/360 Scheme Unit 3.2 Creating media-Animation Lights, camera, action! To evaluate the impact of adding other media to an animation I can add other media to my animation I can explain why I added other media to my animation I can evaluate my final film	Christmas posters Adobe Express	Christmas posters Adobe Express
	1Decision Feelings and Emotions	1Decision Feelings and Emotions	1Decision Feelings and Emotions	1Decision Feelings and Emotions	1Decision Feelings and Emotions	1Decision Feelings and Emotions	1Decision Feelings and Emotions	1Decision Feelings and Emotions
			Great North Museum					

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