

**Year 3: Violent Volcanoes**  
**Term: Autumn 1**

**Prime question:** Why is the Earth so angry?

**Subsidiary questions:**

1. What are earthquakes and volcanoes?
2. Where in the world do we find them?
3. What do volcanic eruptions and earthquakes look and sound like?
4. What causes earthquakes and how can they be measured?
5. How do volcanoes and earthquakes affect the lives of people?
6. What happened in Pompeii?

**Science**

**NO SCIENCE TAUGHT THIS TERM**

**Geography**

- Physical geography, including: climate zones, biomes and vegetation belts, volcanoes and earthquakes (water cycle)
- Use maps, atlases, globes and digital computer mapping to locate countries and describe features studied
- The physical geography of two earthquake and volcanic regions (Mount St, Helen's and Mount Etna/Mount Vesuvius – what are the causes and effects of earthquakes and volcanoes?)
- The human geography relating to the impact of living in an earthquake and volcanic region. (Explore the ways people protect themselves from earthquakes and volcanoes)

**History**

- Introduce the historic eruption of Pompeii, as an introduction to our Romans topic later in the year.

**Art**

- To learn about great artists and designers in history (in response to the painting Mount Vesuvius in Eruption, by William Turner)

**DT**

- Generate, develop, model and communicate their ideas through annotated sketches (make a working model of a volcano using papier mache)

**Music**

- Use and understand staff and other musical notations (recreate the musical sounds of either a volcano or earthquake)

**Computing**

**We are programmers**

- Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.
- Use sequence in programs, work with variables and various forms of input and output.
- Use logical reasoning to detect and correct errors in algorithms and programs.
- Select, use and combine a variety of software to design and create content that accomplish specific goals, including presenting information.