Year 3: Let's be an archaeologist!
Key Text: Stone Age Boy
Term: Spring 2

Prime question: How does archaeology help us find out about the past?

Subsidiary questions: (link these questions to one or more archaeological sites from the Stone Age to the Iron Age)

1. What was life like at this time?
2. What was life like at these times?
3. What can we learn from objects?
4. What did the people look like in these times?
5. What can we find out about the sites from maps and aerial photographs?
6. How are these sites being looked after?

Science

- Compare and group together different kinds of rocks on the basis of the appearance and simple physical properties. (Texture, colour, density and type, permeable, impermeable igneous, sedimentary, metamorphic rocks etc.)
- Describe in simple terms how fossils are formed when things that have lived are trapped within a rock. (fossils and Sedimentary rocks)
- Recognise that soils are made from rocks and organic matter (Humus layer, soil layer & bedrock, chalk, limestone mineral and nutrients, alkaline and acid soils etc.)

Geography

- Use maps, atlases, globes digital computer mapping (to locate prehistoric sites).

History

Changes in Britain from the Stone Age to the Iron Age.
Pupils should be taught about:

- Late Neolithic hunter-gatherers and early farmers e.g. Skara Brae
- Bronze Age religion, technology and travel e.g. Stonehenge.
- Iron Age hill forts: tribal kingdoms, farming, art and culture.

Art

Pupils should be taught:

- To create sketchbooks to record their observations and use them to review and revisit ideas (observational drawing of plants/people in the style of early art)

DT

Pupils should be taught to:

- Generate, develop, model and communicate their ideas through discussion and annotated sketches

Music

Pupils should be taught to:

- Improvise and compose music for a range of purposes using the interrelated dimensions of music (e.g. create musical sounds to represent the sounds of early man in caves)

Computing
We are presenters

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Work with various forms of input and output.
- Use technology safely, respectfully and responsibly.