# Year 3: What can we learn about the world from our doorstep?
## Term: Summer 1

**Prime question**: What is Croydon like and how is it changing?

**Subsidiary questions**:
1. Where is Croydon on a map of London/the UK/Europe?
2. What is Croydon like?
3. What does it feel like to live in Croydon?
4. How is Croydon connected to other places?
5. Can traffic congestion in Croydon be reduced?
6. How is Croydon changing?

## Science
- Compare how things move on different surfaces
- Notice that some forces need contact between objects, but magnetic forces can act at a distance.
- Observe how magnets attract and repel each other and attract some materials and not others.
- Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials.
- Describe magnets as having two poles. Predict whether two magnets will attract or repel each other, depending on which poles are facing.

## Geography
- Use latitude and longitude to locate the global position of London and Croydon.
- Recognise the types of settlements in London and the South East (hamlet, village, town, city) and land use
- Use maps and atlases and digital mapping to record geographical features
- Locate Croydon, London and the South East.
- Locate physical and human features using 4 figure grid references (using OS maps)
- Use fieldwork to observe, measure and record the human and physical features in the local area using a range of method, including, sketch maps, plans, graphs and digital technologies.

## History
- Learn about an aspect of national history or a site dating from a period beyond 1066 that is significant in the locality (e.g. a study of John Archer, London's First Black Mayor)

## Art
- Create sketchbooks to record their observations and use them to review and revisit ideas (use window frames made from card and recreate the scene they observe)

## DT
- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups (Design and build an improved Box Park)

## Music
- Listen with attention to detail and recall sound with increasing aural memory (create a sound scape of a journey in the local area).

## Computing
### We are bug fixers
- Debug programs that accomplish specific goals.
- Use sequence selection, and repetition in programs, work with variables and various forms of input and output.
- Use logical reasoning to detect and correct errors in algorithms and programs.