



Barn Owls Y2/3

Summer Term 2022

South America



English

The Magical Teaching Box/ The Owl and the Pussycat-
Poetry

South America- Report Writing

Charlie and the Aztecs- Diary writing

Maths

Fractions

Mass and Capacity

Shape

Time

Science

Living things and their habitats

Uses of everyday materials

Rocks and Soils

Humanities

Geography- Compare similarities and
difference of United Kingdom and South
America

Map Skills

Look at the key physical and human features

History- The Aztecs (Gods, Trade, Writing,
Homes)

Art and DT

Art: Frida Kahlo

Aztec Patterns

DT: Food Technology

Aztec Masks

Computing

Programing- Scratch
Junior

R.E

Why do people have
different views about the
idea of God?

French

Song: The Rainbow song and the Elephant
Song

Story: The 3 Little Pigs and Conversations

Curriculum Enrichment

Residential (Year 3)

The Skills and Knowledge children will develop in this topic:

Geography: locate world's countries, comparing South America to the United Kingdom, identify human and physical characteristics, identify significance of longitude and latitude, time zones, climate zones,

History: the achievements of the earliest civilisations – The Aztecs

Science: Identify suitability of everyday materials for particular uses, find ways to change solid shapes, compare different materials and their properties, explore a range of rocks and investigate soils, describe how fossils are formed. Comparing differences between South American habitats and living things with the UK.

Art: improve their mastery of art and design techniques, including drawing, painting and printing with a range of materials. Looking at the artwork of Frida Kahlo.

Design Technology: use design criteria to design appealing products that are fit for purpose, generate, develop, model and communicate their ideas through discussion, annotated sketches, select from and use a wider range of materials and components, including construction materials, food technology- where our food comes from, food miles

Computing: Pupils learn to program an onscreen app such as BeeBot or Kodable to complete a set task and are able to debug their instructions when the turtle does not reach the intended destination. Pupils use a more complex turtle with standard units to navigate increasingly complex routes, and are able to debug their instructions when the turtle does not reach the intended destination. Pupils learn to use a simple graphical programming language such as Logo, Scratch or Turtle to navigate around the screen.

R.E: Exploring different views of god from Hindus, Muslims, Christians and Humanists. How does a person's beliefs about God affect their behaviour? What do people mean when they say 'belief'? Why might people hold certain beliefs?

Vocabulary:

English

Punctuation: Finger spaces, Letter, Word, Sentence, Full stops, Capital letter, Question mark, Exclamation mark, Speech bubble, Bullet points

Singular/ plural, Adjective, Verb, Connective, Alliteration, Simile – 'as'/ 'like', adverb

Maths

Factor, Place Holder, Product, Regular, Area, Convert, Decimal Fraction, Unit and Non-Unit, Improper fraction, Numerator, Denominator, Isosceles, Plot, Parallelogram, Proper Fraction, Rectilinear, Scalene, ml, l, mm, cm, m, km, g, kg, Inverse, Remainders, Effective Calculations, Fluency, Reasoning, Problem Solving, Arrays, Grid Method, Column Method, Expanded Column Method, Decimal place, Tenths, Hundredths,

Science

Everyday Materials: wood, metal, plastic, glass, brick, rock, paper, card, quashing, bending, twisting, stretching, transparent, opaque, fossil

Living things and their habitats: classification, environment, population, vertebrate, invertebrate

Rocks and Soils: sedimentary, igneous, metamorphic

Art and DT

Device, Devise, Construct, Evaluate and Analyse, Proficient, Historical development, Cultural development, Skills, Process, Technique, Innovative, Functional, Prototype, Cross-sectional, Components, Criteria, Mechanical system,

Humanities

Significant, Source (primary/Secondary), Evidence, Impact, Reliable, Chronological order, Aztecs, earliest civilisations, contrasts, trends, Location, Key, Human feature, Physical feature, Coordinates, Topographical feature, Equator, Hemispheres,

R.E

Agnostic, Allah, Atheist, Brahman, God Humanist, Theist

Computing

Sprite
Programming
Microphone
Logo/ Scratch

Additional Topic Vocabulary

Alliance, empire, hieroglyphics, Mexico, nomads, sacrifice, trade, tribe, civilization, South America, emperor, AD, settlements

Home Learning Ideas

- English- Create a fact file about the Aztecs
- History- Create a timeline of key events, Write your name in hieroglyphics
- DT- Explore South American foods. Create your own menu.
- Art- Look around your home for different prints. (floral, checked, striped, polka dot)
- Science- Write and draw your favourite South American animal.

By the end of the topic the children will:

Have a better understanding of our different habitats and their similarities and differences to the UK.
To locate South American and some countries on a map.
Understand key facts about the Aztecs and their way of life.
To name key gods and beliefs.
To explore Aztec art and explore Frida Kahlo artwork.
To understand different materials and their uses.