

Message from the teachers:

Dear children,

Mrs Kendrew, Miss Cottrell & Miss Sidwell

This Weekly Learning Plan shares the learning that will be taking place this week.

Teachers:	Mrs Kendrew, Miss <mark>C</mark> ottro Miss Sidw <mark>el</mark> l	ell and Year:	Year 3	Date:	06.10.25	
	MONDAY	TUESDAY	WEDNESDAY	THURSDA	AY FRIDAY	
TFORM TOWN OF THE PARTY OF THE		LO: to Understand that each person is unique and loved by God.	(Lesson 2) LO: To explore Jesus' teaching on forgiveness. (Lesson 3) LO: To understand the consequences of choices through parables.		attentive grants	
RE	The Parable of the Prodigal Son Luke: 11-32	Lesson 1: Made in God's Image – The Gift of Choice Key Vocabulary: Choice, freedom, creation, responsibility. Activities: Reflect on what makes each child special. Read the creation story and discuss being made in God's image. Create a "Me Poster" celebrating individual	Lesson 2 & 3: Jesus Teaches Forgiveness – The Prodigal Son Key Vocabulary: Forgiveness, parable, mercy, consequences. Activities: Read and discuss the parable of the Prodigal Son. Create a storyboard or freeze-frame drama of the story. Write a diary entry from the perspective of the younger son or father. Discuss what the story teaches about God's love. Scripture: Luke 15:11–32.		Harvest Samba Time! Harvest Samba gal Son. a of the of the	

gifts and talents.

Write prayers asking for forgiveness.

			Create a litany of thank		
		Scripture: Genesis 1–2	, ,		
		(Creation of human			
		beings).			
		Collective Worship: Quiet reflection on being created by God. Prayer of thanks for the gift of choice.			
-0%Z	LO: Spot the pattern	LO: Add 1s across 10	LO: Add 10s across 100	LO: Subtract 15 across 10s	LO: Subtract 10s across 100s
5 3 3	Unit 2: Addition and subtraction (1)	Unit 2: Addition and subtraction (1)	Unit 2: Addition and subtraction (1)	Unit 2: Addition and subtraction (1)	Unit 2: Addition and subtraction (1)
Maths Y3	Textbook pages 8 <mark>0-8</mark> 3	Textbook pages 84-87	Text <mark>boo</mark> k pages 88-91	Textbook pages 92-95	Textbook pages 96-99
what a way and way way way and way way way and way	LO: to learn about the life of St Martin de Porres.	LO: To predict what might happen on the basis of what has been read so far.	LO: To persuade through the use of imperative verbs and questions.	LO: To make inferences on the basis of what is being said and done.	LO: To identify word classes and the grammatical function of words within a context.
English	1. Mini Biography	A box appears in class	Character splat:	Read on from 'Sparky, I	Read text from this page;
	Reading & Discussion (15	with some air-holes and	Use this strategy to	decid <mark>ed.</mark> That will be your	'Trained Sloth
	mins)	'Fragile' tape. There is a	create a profile of Sparky	name.' up to the page	Extravaganza'.
	Use simplified biography	note attached to the top	– likes/ dislikes/special	where Mary Potts stalks	
	from <u>Young Catholics</u> .	of the box. It reads:	skills/'USPs' for having a	off: "Sparky knows tricks	What do you think will
	Highlight key facts:	Lazy Pet Co.	sloth as a pet e.g. good at	1	happen next?
		Delivery Note:	playing statues; enjoys	didn't believe me.	What 'countless tricks'
	 Born in Peru, 1579 	Items: 1	sleeping; won't run away		might Sparky be able to
		Fragile (and live) contents.	or try to escape. Ask the	What's in a name?	perform (or not)?
		Keep upright.	children to find explicit		

- Mixed race, faced discrimination
- Became a
 Dominican lay
 brother
- Helped the poor, sick, and animals
- Known for miracles and kindness

Discussion Questions:

- Why do you think Martin is remembered today?
- What challenges did he face?
- How did he respond to unfair treatment?

2. Acts of Kindness Challenge (10 mins)

Children write or draw one act of kindness they will do this week in honour of St Martin. No walking, bathing or feeding required.

Talk to the hand:

Pose and create responses to questions around what might be in the box.

Provide the children with a selection of nonfiction texts on animals/internet access and set them the task of trying to find out what the mystery pet might be, creating a simple information sheet about pets/animals that don't require much looking after.

Ask the children to take notes using bullet points and key words – model this first.

(the research that the children do today will be to create a page for the Lazy Pet Co. catalogue tomorrow)

Reveal that the pet

clues from the text and to also infer why else a sloth might make a good pet e.g. we can infer that if Sparky was good at playing statues and is slow and sleepy, then sloths probably won't want to escape. Explain that we want to keep the description of sloths positive as this will form a page in the Lazy Pet Co. catalogue, where the job is to persuade potential customers to choose to buy animals as pets.

Using the research ideas that the children gathered yesterday, they are to create a page for the Lazy Pet Co. catalogue for a different animal/potential pet that would persuade a wouldbe owner into buying.

Modelled writing:

Teacher model how to write the catalogue page using a combination of imperative verbs e.g. buy

Talk about the girl's decision to call her pet sloth 'Sparky'.

- What sort of a character might the name suggest?
- Why is it quite funny that a sloth be called Sparky?
- What other names could Sparky be called? Why?

Now explore Mary Potts as a character. Have the 3 awards from Mary Potts' bedroom wall recreated as in the book and displayed.

Tell the children that they are going to be reading detectives:

What might these awards tell us about Mary Potts?
Support the children to discuss this
She's well-behaved, follows rules, the teachers like her

Read on up to But a promise is a promise and then onto the next two pages.

Using the strategy of **Supported Sentences** play around with the multi-clause sentence: Three people came to see Sparky perform: my mother, Mary Potts, and Mrs Edwin, the lollipop lady.

First, identify the nouns and colour-code e.g. in pink as per the Grammar Splat.

Then do the same for the verbs. You should end up with something looking like this:

Three people came to see Sparky perform: my mother, Mary Potts, and Mrs Edwin, the lollipop lady.

Model how to swap in alternatives, starting with the nouns, keeping the

3. Creative Writing or Diary Entry (15 mins)

Choose one:

- Year 3: Write a short diary entry as Martin, describing a day helping others.
- Year 4: Write a reflection: "What would St Martin say to children today?"

is a sloth (it would be brilliant if you could get a toy sloth for this!) and read the text up to page 8 'My mother wasn't happy, but a promise is a promise, I said.'

Predict what might happen next in the story.

now at the discounted price of ... and questions to persuade e.g. Looking for a pet that requires little care? Make explicit references to using pronouns to aid text cohesion but avoid repetition and ask children to identify the questions, the use of imperative verbs and the different ways of referencing sloths/use of pronouns e.g. they, this delightful pet would be... etc.

Teacher model putting some of these ideas onto a grid and model use of conjunctions to pare the retrieval to the inferred piece of information.

What I know/what I think I know:

Now look at the wording on the following page: Before she even took off her coat, Mary said, "Let me see your new pet." Elicit that the action and dialogue tell us about Mary as a character.

Allow children to explore the pages read today (up to "Sparky knows tricks too," I told her. But she didn't believe me.)

Ask them to find evidence about Mary Potts in terms of what she says (dialogue) and what she does (action) and to continue to fill in the grid.

context of the
'Extravaganza' the same
so you end up with
something like this (swap
one word at a time so
that this idea is built
upon)

Four neighbours arrived to watch the sloth dance: Mrs Jones, my cousin Amira, Emily Watts and Mr Owusu, the post man.

Allow children to experiment with their own ideas.



Spelling & Handwriting

Spelling words for this week:



Dictionary Corner:

Put the words in context in sentences.

Choose some of the words that you struggle with and look for the words in the dictionary to see how they are spelt and what they mean.

Spelling handwriting focus for this week:

Put 5 of these words into sentences in context and spelled correctly.



<u>Geography</u>

LO: To describe and design your ideal settlement.
(Over 2 weeks)

Key questions

- What would your ideal settlement be like?
- What important features would it have?
- Can you describe and draw your ideal settlement?

Science

LO: Recognise that shadows are formed when light is blocked by an opaque object.

Starter – Crime Scene Recap & Hook

- Show Session 5
 Police Evidence
 PowerPoint.
- Recap the investigation theme: "How can Maggie's shadow change size?"

Art

LO: To use line, shape and tone in an imaginative drawing.

Lesson 4: Imagination in bloom

Read the Plant poem.
Make a list of words to complete the sentences.
E.g. Its petals were... smooth, velvety, transparent, multicoloured.
Look at work by artist Yellena James.

Computing

LO: To remix an animation by altering the program's code. https://www.kapowprimary.com/subjects/computing/lower-key-stage-2/year-3/programming-scratch/new-programming-scratch/lesson-4-remixing-an-animation/

Open the link: Scratch: Lost in space remix or download the file Download: Lost in space remix .sb3 file (see Have ready and Cautions). Click

Music

LO: To create lyrics that match a melody.

Lower KS₂ Music Lesson

Plan | Ballads | Writing
Lyrics
Children to tell the story
of 'Soar'(from last
lesson) to their partner.

Show them the animation again on the link: Soar by Alyce Tzue and discuss if there were any parts that they missed.

Complete the quiz from last week's lesson.

Read through PowerPoint giving examples of different settlements and reasons why people like them.

Task: Children to write about their ideal settlement and draw a labelled plan.

- Take quick suggestions from pupils.
- Introduce today's investigation: exploring how shadow size changes.

Exploration – Shadow Play

- In small groups, pupils use torches and classroom objects to freely explore shadow size.
- Use blackout facilities or move to a darker space.
- Encourage
 experimentation
 with distance
 between torch
 and object.
- After 10 mins, gather pupils and discuss findings:
 - Closer = biggershadow

Children to look at the seeds and bulbs that they drew last week.

Task: Draw what they think could grow from those seeds and bulbs. Be as inventive and detailed as possible.

Encourage the children to take inspiration from Yellena's work and think about unusual shapes and combinations of lines and marks to apply to their drawings.

Gallery – Yellena James

Point out the creative way she has used shapes and lines to form her compositions reminiscent of organic structures, like plants and flowers.

the green flag to run the project. Remind the children that they will remix the project to create their own version.

Hand out the children's Activity: Remix planner from Lesson 3: Planning a remix and allow them time to revisit their ideas.

Demonstrate the following remixing options (see Teacher knowledge):

- 1. Add, delete or change sprites.
- 2. Change the backdrop.
- 3. Use loops to repeat actions.
- 4. Add sounds or text to enhance the animation.

In the next two lessons, the children are going to create a ballad to go along with the animation Soar. They will use an existing song and new lyrics that they will create.

Listen to the songs:

Link: 'Writing on the Wall' by Sam Smith on VideoLink.*
Link: 'Diamonds' by

Rihanna on VideoLink.* Link: 'Run' by Leona Lewis on VideoLink.*

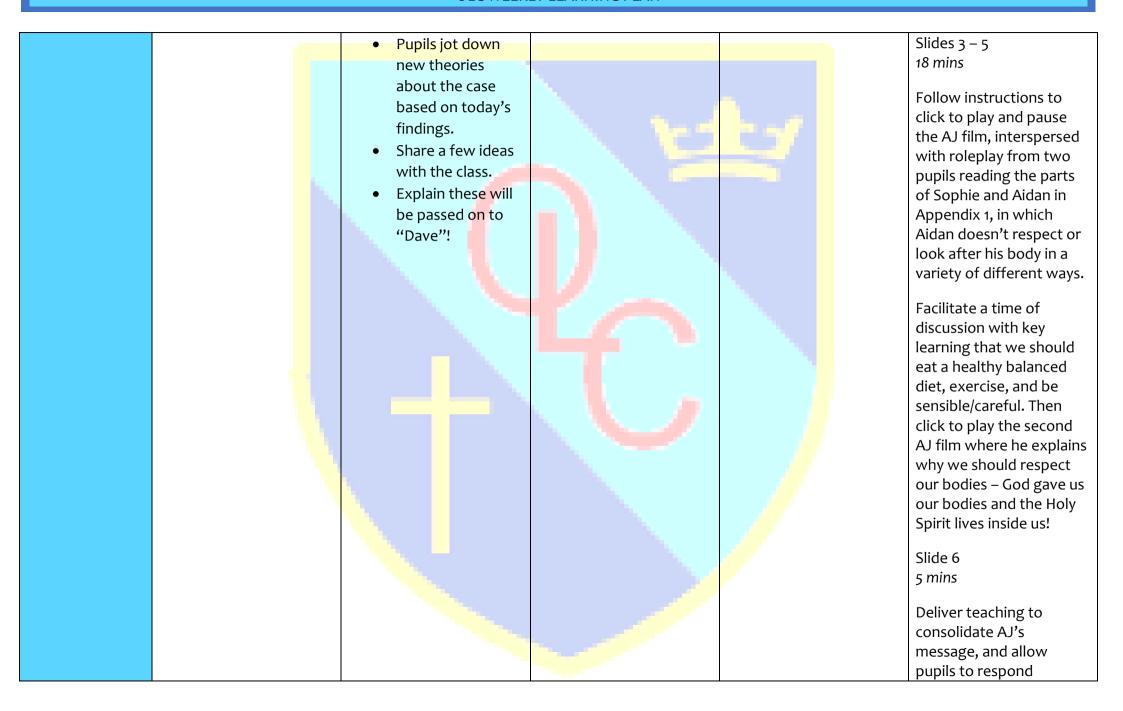
Link: 'Winds of Changes' by The Scorpions on Videol ink.*

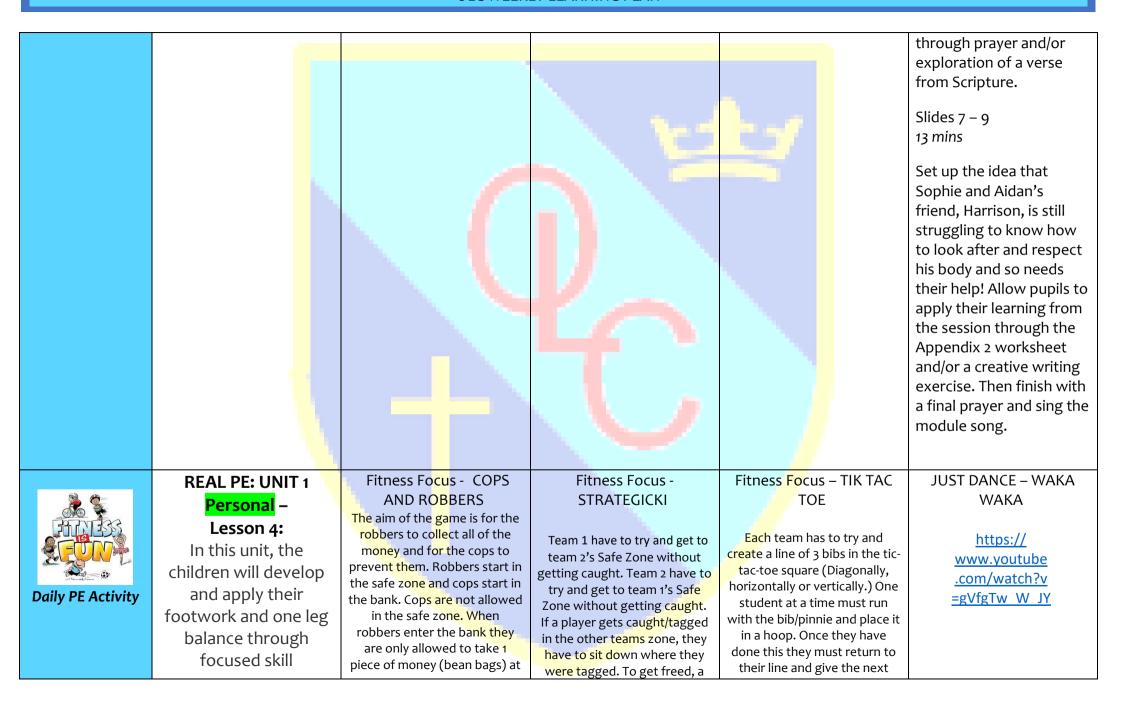
Link: 'Hello' by Adele on VideoLink.*

Ask the children to vote which one they want to write new lyrics for. Recap the key vocabulary:

What is a stanza? What is a chorus? Invent the chorus as a class.

_	o Further =			
	smaller		MFL	PSHE
	shadow		LO:	LO: About the need to
	Main Investigation – Fair			respect and look after
	Test			their bodies as a gift from
	Use Task Sheet 1 with			God through what they
	cardboard screen, torch,			wear, what they eat and
	toy figure. Record results			what they physically do.
	and plot on Graph 1.	- 1		
				https://www.tentenresou
	Plenary – Light Tr <mark>av</mark> els in Straight Lines			rces.co.uk/programmes/li
	Straight Lines			fe-to-the-full-plus/lks2/m-
	 Keep room dark. 			1/lks2_1_created-and-
	Show Plenary			loved-by-god/u-2/lks2_1-
	PowerPoint.			2_me-my-body-my-
	 Demonstrate light 			health/s-2/respecting-our-
	beam with torch			bodies/
	and t <mark>alc</mark> um	. 10 /0		Slides 1 – 2
	powd <mark>er</mark> .			4 mins
	 Discuss why 			
	shad <mark>ow</mark> size			Through a dramatic
	chan <mark>ges</mark> less as			illustration involving a
4	dista <mark>nce</mark>			gift-wrapped shoebox (or
	incre <mark>ase</mark> s.			similar), introduce the
	 Reinforce 			theme of how we treat
	concept: light			gifts that are given to us, then make the link that
	trav <mark>els in</mark> straight			our bodies are a gift from
	lines.			God to be respected and
	Reflection – Case Update			looked after.





development sessions, healthy competition, cooperative games and group Personal Best challenges.

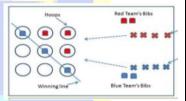
a time. Their aim is to return it to the safe zone and put it in the money sack/box. If a robber gets tagged they must go to jail and drop any money they are carrying. Cops can guard money and the jail. To get freed another robber must safely get to the jail without getting tagged and can free the caught robber by holding their hand. They are allowed to walk back to the safe zone without being caught. The game is over once all of the money has been stolen or all of the robbers are in jail.



team player must run to them and touch their hand and walk them back to their team's zone. When walking back, they cannot get tagged. Students who have made it to the opposing team's free zone are allowed to leave if they want to free caught players. The team with all (or the highest number) of players in the other team's end zone at the end wins.



person a high five. The next person in the line goes until a team has a straight line of 3. If the hoops are filled but neither team has won, players may continue to swap positions of their bib/pinnie. If no team wins, the game is reset.



Homework:

Communicating with school

Please direct all queries to the school office email on: office@olc.solihull.sch.uk