Coundon Primary School

Together Everyone Achieves More

Summer Term Year 3 Meet the Flintstones

Essential Knowledge

By the end of this unit children will know...

- Use more than one source of historical enquiry.
- Place events, artefacts and historical figures on a time line using dates.
- Understand the concept of change over time, representing this, along with evidence, on a time line.
- Ask questions to support discussion and deeper thinking.
- Suggest cause and consequence of some of the main events and changes in history.

Launch

Visits and Experiences

DHT to dress up in role as a caveman for children to ask questions.

Explore

Artefact Exploration

What would it be like to live in early settlements?

Create a model settlement.

Energise

Role Play Experience

Children make their own string from natural resources.

Make chocolate arrow heads.

Celebrate

Celebration Event

Children dress up and celebrate with a Stone Age Day.

Summer Term Year 3 Meet the Flintstones: Theme Content

Core Subjects:
Links to theme

English

- To write a letter about everyday life in the Stone Age using historical information.
- To write a set of instructions: 'How to make a weapon'.
- To explain and justify reasons for ranking inventions.

Mathematics

- To measure and mark accurately to the nearest mm to create Stone Age carts.

Science 2015-16

- Investigate and compare properties of rocks and other materials.
- Find out about fossils and create own 'stone-age' fossils.

Personal Development

Spiritual

- Reflect on, consider and celebrate the wonders and mysteries of life as it evolves.

Moral

- Listen and respond appropriately to the views of others, when working as part of a team.
- Gain the confidence to cope with setbacks and learn from their mistakes, whilst making carts.

Social

- Children work collaboratively.

Cultural

- Begin to understand the culture of past civilizations and how life was different.

Foundation Subjects

History, Geography and Citizenship

History:

- To generate questions to find out about events in the past, what would you ask a caveman?
- To sequence events on a timeline.
- To understand the importance of Stone Age inventions.
- To understand cause and effect of main events in history.
- To understand how the introduction of farming changed Stone Age life.
- Study life on Skara Brae.

Art and Design and Design Technology

Art:

- To make drawings of the stages of early man and reproduce cave paintings.
- To create a mould for a chocolate arrow head.
- Design and make a decorated pot.

Design and Technology:

- To make a moving vehicle - a cart with moving wheels.
- To design and make an early settlement.
- To make string out of natural resources.

Computing

- Use the internet to research life on Skara Brae.

Summer Term Year 3 Meet the Flintstones: Links to National Curriculum Framework

Core Subjects:

English

- To write a letter.
- To write a set of instructions using time connectives.
- To explain and justify reasons.

Mathematics

- To measure and mark accurately to the nearest mm.

Science 2015-16

- To compare and group rocks and describe the formation of fossils.
- To examine the properties of materials using various tests.

Foundation Subjects

History, Geography and Citizenship

History:

- Use evidence to ask questions and find answers to questions about the past.
- Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.
- Describe the characteristic features of the past, including experiences of everyday life.
- Understand the concept of change over time, representing this, along with evidence, on a time line.
- Place events, artefacts and historical figures on a time line using dates.
- Suggest causes and consequences of some of the main events and changes in history.
- Describe different accounts of historical events, explaining some of the ways the accounts may differ.

Geography:

- Know the location and contexts of places studied and some significant other places (location and context).

Art and Design and Design Technology

Art:

- To make careful observational drawings.
- Use different hardness of pencils to show line, tone and texture.
- Use shading to show light and shadow.
- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
- Create original pieces that are influenced by studies of others.
- Use different media to achieve variations in line, texture, tone, colour, shape and pattern.
- To use clay and other mouldable materials.

Design and Technology:

- To cut materials accurately and safely by selecting appropriate tools.
- Evaluate design, identify strengths and weaknesses.
- Strengthen materials using suitable techniques.
- Prepare ingredients hygienically using appropriate utensils.

Computing

- Use the internet to research effectively.