

## Wildground Federation Theme Learning Plan

<b>Context for Learning:</b> Botanical Treasures	<b>Term:</b> Summer 2	<b>Year group:</b> Year 3
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**Hook:** Start-up the Junior Allotment



**Language:**

**To develop our communication skills we will:**

- Understand language and terms associated with gardening and the management of an allotment
- Debate which fruits and vegetables to plant into our school's allotment

**The arts:**

**In developing the arts we will:**

- Use tone and tint to sketch and draw a variety of British animals
- Discover different applique techniques when creating our own pillows
- Create our own personal 'music machine' on Scratch

**Inclusion:**

**To be as inclusive as possible we will:**

- Explore the beliefs of others
- Take part in community events in our school such as Sports Day and the Summer Fayre
- Looking at the animals that live in the wild and why they all deserve a home

**Possibilities:**

**In order to widen our knowledge and understanding of the future we will:**

- Find out about the jobs of conservationists and how we can support them with protecting our wild spaces

**Environment:**

**As people concerned with our environment we will:**

- Look at the impact that humans are having on our forests
- Look at how we can develop our gardens
- Explore our local areas and conduct surveys of different types of plants

### Main Areas of Learning

As writers we will	As scientists we will	As geographers we will	As artists and designers we will
<p>Look at the features of letters. Learn about persuasive devices and how they can be effective in letter writing.</p> <p>Write a persuasive letter to the factory owner to persuade him to stop cutting down trees, using the persuasive devices they have learnt.</p> <p>Design an advert to persuade people to protect our wild spaces</p> <p>Read a range of playscripts.</p>	<p>Be exploring nutrition and how animals including humans consume their nutrition whereas plants make theirs.</p> <p>Categorise animals based on the food groups they consume</p> <p>Learn about the different types of skeletons organisms can have and how these effect their movement.</p>	<p>Name and locate the oceans around the United Kingdom</p> <p>Identify the different counties of England and compare their features</p> <p>Explore the variety of human and physical features across the United Kingdom</p> <p>Tell you what deforestation means.</p>	<p>To create sketch books to record their observations and use them to review and revisit idea.</p> <p>To improve their mastery of art and design techniques, including drawing and painting</p> <p>Plan you own collage using stimuli.</p> <p>Select and use materials</p> <p>Cut complex shapes.</p>

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In addition....			
As mathematicians we will	In learning about beliefs we will	In learning about ourselves and others we will:	As computer scientists we will:
<p>Learn how to add and subtract fractions.</p> <p>Learn about different size angles including right angles.</p> <p>Learn about perpendicular and parallel lines and how to draw them.</p> <p>Learn how to tell the time to the nearest minute</p>	<p>Explore our own response to the term 'neighbour'</p> <p>Describe examples of who are neighbours are and debate if this term links just to the people who live next door to us</p> <p>Explore how the concept of our 'neighbour' is used within Christianity.</p> <p>Describe the importance of being a 'good neighbour' to Christians.</p>	<p>Be able to explain the meaning of reduce, reuse and recycle</p> <p>Recognise how we can help look after our planet.</p> <p>Be able to identify how to reduce the amount of water and electricity we use,</p> <p>Understand how we can reduce our carbon footprint.</p> <p>Understand the difference between appropriate and inappropriate touch.</p> <p>Know why it is important to care about other people's feelings.</p> <p>Understand personal boundaries.</p> <p>Know who and how to ask for help Be able to name human body parts.</p>	<p>Design and write a program using a block language, without user interaction.</p> <p>Use sequence in programs</p> <p>Write a program to produce output on screen</p> <p>Use logical reasoning to detect errors in programs</p> <p>Explain a simple, sequence-based algorithm in their own words</p>

**Outcome(s): Selling our Wildlife Pillows for Charity.**  
**Parents invited in at 3.00pm to discover the pillows we have made.**  
**Dates: Friday 10<sup>th</sup> July 2026**