

# Croxby Primary Academy

Year 3: Tomb Raider Medium Term Plan Knowledge Acquisition – 2 weeks and 1 week Knowledge Application - 2 weeks x3

#### **Skills** Communicate clearly Collaborate with others Х Apply knowledge to new situations Χ Make judgements and decisions Χ Ask guestions Х Solve problems Χ Metacognition Χ Reflect Χ Adapt to change Χ Manage goals and time Χ Take risks Χ Self-direct learning Χ Persist despite setbacks Χ Be curious Χ Manage projects Guide and lead others Χ Access and evaluate information Χ Analyse media Create media products Apply technology effectively Х Perform in front of a group Χ Select and use appropriate writing genres Χ Use tier 2 and tier 3 vocabulary

Role Play	Х
IT Presentation	
Poster	Х
Design Creation	
Digital Media	
Art Work	Х
Dance	Х
Production	
Writing Genre - Narrative	Х
Writing Genre - Non Fiction	Х

**Showcase** 

## Knowledge Organiser – Tomb Raider Science MTP- Forces and Magnets Science Knowledge Organiser - Forces and Magnets

**Supplementary Documents** 

Knowledge Organiser - Year 3 Art **Purple Mash Planning Materials** PE MTP

### **Spaced Retrieval of Prior Learning**

Y3 - Back to the 80s Y2 - The Time Machine Y1 Combined Quiz





#### **Curriculum Learners**

- As historians, we will research the achievements of the earliest civilizations. Develop an overview of where and when the first civilizations appeared and a depth study of Ancient Egypt (investigate hieroglyphics and other forms of communication/writing. How were the pyramids built? What was life like in Ancient
- As geographers, we will locate the world's countries, using maps to focus on an area, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities (Locate Egypt on a world map. How is it different to UK? How can you get there from the UK?).
- As artists, we will learn about a great artist (see suggested artist). We will improve our mastery of art and design techniques, including sculpture with a range of materials (create clay sculptures of the pyramids - see suggested artist/sculpture).
- As designers, we will generate, develop, model and communicate ideas through talking and drawing designs. Then select from and use a range of tools and equipment to perform a practical task. (Create models of Ancient Egyptian shadufs).

## **Additional Curriculum Learners**

- As musicians, we will play and perform using musical instruments with increasing accuracy, fluency and control.
- As explorers of faith, we will study unit 3.3 encounters.
- In computing, we will use Purple Mash to learn about simulations (3.7) and how to create graphs (3.8).
- As linguists, we will read and write everyday words correctly and understand short
- As physically active pupils, we will develop skills in multi Skills and Active Athletes.

## Tier 2 Vocabulary

assemble clarify communicate comprehend conceal depicts equivalent evident favour glean hierarchy internal investigate justify notable practical progress quantity source suggest translate culture modify

#### **Hook Event**

Ancient Egyptian visitor in the academy/treasure hunt to discover what is hidden in the sarcophagus (dress up as historians or archaeologists)

## **Enrichment**

Weekly ukulele/glockenspiel lessons

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