

Ford Class Overview- Spring 1 2026

Subject	What we will learn this half term:
English	<p>This half term the children will have daily reading, spellings and handwriting sessions.</p> <p>Our class book this half term is 'The Wild Robot' by Peter Brown.</p> <p>We will use this book, alongside a range of fiction and non-fiction texts, to continue to develop our vocabulary and skills in inference, prediction, clarification and evaluation.</p> <p>This half-term we will produce a range of writing including a:</p> <ul style="list-style-type: none"> - Non-fiction Explanation- How a robot dog works - Narrative- Egyptian Cinderella
Maths	<p>Year 3</p> <p>We will learn:</p> <p>Times tables: 3, 6 and 9 and the relationship between them</p> <ul style="list-style-type: none"> - Adjacent multiples of three have a difference of three. Facts from the three times table can be used to solve multiplication and division problems with different structures. - Counting in multiples of six can be represented by the six times table. Adjacent multiples of six have a difference of six. Facts from the six times table can be used to solve multiplication and division problems with different structures. - Products in the six times table are double the products in the three times table; products in the three times table are half of the products in the six times table. - Counting in multiples of nine can be represented by the nine times table. Adjacent multiples of nine have a difference of nine. Facts from the nine times table can be used to solve multiplication and division problems with different structures. - Products in the nine times table are triple the products in the three times table. Products that are in the three, six and nine times tables share the same factors. - Divisibility rules can be used to find out whether a given number is divisible (to give a whole number) by three, six or nine. <p>Preparing for fractions: the part-whole relationship</p> <ul style="list-style-type: none"> - Count up and down in tenths. - Recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. - Recognise, find and write fractions of a discrete set of objects: unit fractions and non unit fractions with small denominators.

Science	<p>Forces and Magnets</p> <p>We will learn:</p> <ul style="list-style-type: none"> - That science helps us understand the world by thinking carefully and testing ideas with experiments. - That metal is a material used to make objects. - That friction happens when objects rub against each other, and it can be stronger or weaker depending on the surface. That forces can change the shape of objects. - That roughness is a property of a material. - That a force can be a push or a pull. - That there are different types of contact forces: <ul style="list-style-type: none"> - Impact forces – when two surfaces collide - Frictional forces – when two surfaces rub against each other - Strain forces – when an elastic object is stretched or squashed - That objects move differently on rough and smooth surfaces because rough surfaces have more friction. - That non-contact forces act without objects touching, such as magnetism. - That magnets have north and south poles. - That like poles repel and opposite poles attract. - That a magnetic field surrounds a magnet and is strongest at the poles. - That some materials are magnetic (attracted to magnets) and others are non-magnetic.
Humanities (History and Geography)	<p>Ancient Egypt</p> <p>We will learn:</p> <ul style="list-style-type: none"> - That history is the study of the past and how human societies changed over time. - That time is divided into BCE/CE (or BC/AD). - That prehistory includes the Stone, Bronze, and Iron Ages, named after the tools used. - Ancient Egypt was one of the world's oldest civilisations, located along the River Nile. - That a civilisation is a group of settled people living in towns and cities, doing specialised jobs, trading, and developing writing and art. That ancient Egypt was a Bronze Age civilisation unified around 3100 BCE by King Menes. - Early civilisations developed near rivers like the Nile for water, fertile soil, farming, and trade. - The River Nile flooded yearly, provided irrigation and transport, and formed part of the Fertile Crescent. - Ancient Egypt had a strict social hierarchy with the pharaoh at the top and enslaved people at the bottom. - That mummification was for the wealthy and powerful, showing beliefs in an afterlife. - That evidence about Egypt comes from historical sources and artefacts, though many reflect the lives of the rich. - Ancient Egypt had three main periods: the Old, Middle, and New Kingdoms, separated by intermediate periods. - That pyramids, like the Great Pyramid at Giza, were tombs for pharaohs. - That Egyptians used hieroglyphics for writing, later decoded using the

	<p>Rosetta Stone.</p> <ul style="list-style-type: none"> - That myths and gods were central to Egyptian beliefs; they were polytheistic (believed in many gods). - Major gods included Ra, Osiris, Isis, Horus, and Anubis. - Egypt was later conquered by Alexander the Great (332 BCE) and ruled by the Greeks and Romans. - The tomb of Tutankhamun was discovered in 1922, revealing many treasures. <p>That a century equals 100 years and a millennium 1,000 years.</p>
DT	<p>Digital world- electronic charm</p> <p>We will:</p> <ul style="list-style-type: none"> - Give a brief explanation of the digital revolution and/or remember key examples. - Suggest a feature from the virtual micro:bit that is suitable for the product. - Write a program that initiates a flashing LED panel, or another pattern, on the virtual micro:bit when a button is pressed. - Identify errors, if testing is unsuccessful, by comparing their code to a correct example. - Explain the basic functionality of their finished program. - Suggest key features for a way to attach the product to the user, with some consideration for the overall theme and the user. - Create annotated diagrams to help illustrate how their product is worn. - Describe what is meant by 'point of sale display' with an example. - Follow basic design requirements using computer-aided design, drawing at least one shape with a text box and bright colours, following a demonstration. - Evaluate our design using a focus group.
PSHE/RSE	<p>What are families like?</p> <p>We will:</p> <ul style="list-style-type: none"> - Discuss how families can look different. - Learn about family structures. - Discuss managing change and conflict. - Recognise features of family life. - Identify positive qualities within family relationships.
RE	<p>L2.9 How do festivals and worship show what matters to Muslim people</p> <p>We will learn:</p> <p>Make sense of belief:</p> <ul style="list-style-type: none"> • Identify some beliefs about God in Islam, expressed in Surah 1 • Make clear links between beliefs about God and ibadah (e.g. how God is worth worshipping; how Muslims submit to God) <p>Understand the impact:</p> <ul style="list-style-type: none"> • Give examples of ibadah (worship) in Islam (e.g. prayer, fasting, celebrating) and describe what they involve. • Make links between Muslim beliefs about God and a range of ways in which Muslims worship (e.g. in prayer and fasting, as a family and as a community, at home and in the mosque) <p>Make connections:</p> <ul style="list-style-type: none"> • Raise questions and suggest answers about the value of self-control to Muslims, and whether there are benefits for people who are not Muslims.

	<ul style="list-style-type: none"> • Make links between the Muslim idea of living in harmony with the Creator and the need for all people to live in harmony with each other in the world today, giving good reasons for their ideas.
Computing	<p>Creating Media- desktop publishing</p> <p>We will learn:</p> <ul style="list-style-type: none"> - That text and images can be used to communicate messages clearly. - How to choose and edit font size, colour, and style to make information easier to read. - That desktop publishing is used to design documents with both text and images. - What templates, orientation, and placeholders are and how they help design a page. - How to create a magazine front cover by adding and arranging text and images. - How to choose the best layout for different purposes, such as posters, letters, or newspapers. - That desktop publishing is used in the real world to make professional documents and is often easier and clearer than making them by hand.
Music	<p>Exploring feelings while we play music</p> <p>We will learn:</p> <ul style="list-style-type: none"> - Listen to music and consider feelings. - Listen for special effects within pieces. - Consider song lyrics and how they stand out. - Consider how feelings and moods can be conveyed within music. - Compose, play and improvise.
PE	<p>Multiskills and dance</p> <p>Ford class will have PE every Tuesday and NUFC PE every Thursday.</p> <p>Every afternoon we will complete the daily mile.</p> <p>Children should come to school in their PE kit every Tuesday and Thursday.</p>

Useful links:

Maths:

<https://play.numbots.com/#/intro>

<https://play.trockstars.com/ttrs/online/mtc?t=home>

<https://www.timestables.co.uk/>

<https://www.topmarks.co.uk/Search.aspx?Subject=16&AgeGroup=3>

English:

<https://play.edshed.com/en-gb>

<https://www.lexiacore5.com/?SiteID=1420-0156-4609-0710>

<https://www.topmarks.co.uk/Search.aspx?Subject=9&AgeGroup=2>