

Junior Department Planning

Y3: Creative Week Activities

Lesson/ Week	Main Objectives	Teaching Input	Activities & Independent Work	Resources	HPL
Easter Maths	I can create a picture from different shapes. I can think of different designs before making a final choice I can work with someone else, discussing different ideas to create a new piece art	 Pupils cut out the egg and all the shapes within it. They then use all of the shapes to create a unique picture. Encourage pupils to be open minded and think of all different ways to create. Q 'How else could you use that shape?' Work with a partner to create a new picture together. Plan your picture before committing to a final idea. 	 Cut out egg into its individual shapes. Manoeuvre the shapes around to create different pictures. Discuss with a partner how they can improve their pictures. Work together to create a final picture. 	Easter Egg worksheet Scissors Glue Card	Agile - Open minded COllaborative
Shakespeare in 45	I can understand the plot of Romeo and Juliet. I can remember key characters and parts of the plot.	 Teacher lead description of each scene in R&J. The idea is for teacher to give a brief synopsis of each scene at speed. Pupils asked regularly 'what has happened?' and 'what 	 Pupils selected to act out brief scenes and deliver short extracts of the script. All pupils have opportunity to play a range of characters. 	Romeo and Juliet Script Range of props	Empathetic - Collaborative Collaborative Agile - Open minded

	I can work as a team to act out scenes from the play. I can sound out a range	do you think will happen next?'	 Pupils to create their own 		
Potions, Spells, and Sorting	of different phonic sounds. I can combine different sounds to create a new 'spell' I am able to follow a set of instructions I can work with others to achieve my objective	 Show phonic worksheet on IWB. Go around the class and ask pupils to sound out the different 'parts'. Q 'Do you know any of the spells from Harry Potter?' Tell pupils that they will be creating spells by choosing 3 different sounds and putting them together to create a spell. 	 spells using a range of different phonic sounds. The worksheet offers a selection of 'first part', middle part', and 'last part' sounds that can be combined to create a spell. Encourage pupils to sound out each individual part and decide which parts would go together to make a good spell. Pupils have to think what would be the result of casting their spell. Q 'Does the spell link to the sound of the spell?' 	Phonic Sound Worksheet Phonic Sound PDF to show on IWB	Creating - I can think flexibly to create ideas Analysing - I can think logically Empathetic - Collaborative
		 Show instruction text on IWB. Carefully talk through each step before handing out templates. 	 Pupils to create a fortune teller following a list of 'how to' instructions. Teacher and T/A to assist those who struggle. 		

Easter Treasure Hunt	I can work with my patrol to find the correct answers. I can listen to the ideas of others. I can identify if we have gone wrong and correct our mistake.	 Each step to demonstrated by the teacher for pupils to follow. Explain how the treasure hunt will work. Show pupils examples of the clues and the letters they must pick up at each station. Reinforce the importance of working together, listening to each other and moving around the course as a team. Pupils to be divided into their patrol groups. 	 Any pupil who successfully creates their fortune teller are asked to assist others to make theirs. Together pupils will solve clues that will direct them to about part of the school. At each point there will be a clue and a letter to pick up and keep. Once all clues have been collected they must work together to rearrange the letters collected to spell out an Easter message. If they cannot so this then an error may have been made and time will be given for them to try to correct this. 	X11 written clues 11 X4 letters that spell 'HAPPY EASTER' Folder for pupils to put letters into	Empathetic - Collaborative
Introduction to Chess	I can remember the names of the pieces. I can remember the rules for each individual piece.	 All pupils to have a recap of the pieces and rules of chess. Use IWB to show pieces and demonstrate how pieces move. A lot of Q&A around the classroom. 	 Pupils are given the opportunity to play against each other. Those pupils who are unsure of rules or are new to the game will work with the teacher who will lead them through a game. 	Chess boards Chess pieces Use of IWB	Analysing - I can think logically

	I can set up a chess	•	Divide pupils into those who	٠	Those who quickly grasp		Empathetic -
	board		can play, and those who		the rules can go off and		Collaborative
			can't. Allow those who can		pay their own game		
	I can plan moves ahead		play to play together.		together.		
	and develop a strategy	•	Those who can't are to play				Agile - Open
			one game of chess in two				minded
			teams, with teacher				
			overseeing and directing the				
			two 'teams' through the				
			game. Each team can				
			discuss and plan their next				
			move.				
	I can plan a piece of	•	Show pupils examples of	•	Pupils go outside to the	Examples of immersive	
	artwork		artwork on the IWB and		hardcourt area to create	artwork	
			discuss what they liked		their picture.	Paper to plan	Empathetic -
Immersive	I can work within a		about each picture. The idea		Once completed, take	Pencils	Collaborative
Art	group including all		is to create a piece of work		photos of each picture.	Chalk to draw of tarmac	
	members to create a		that they themselves could		Pupils can present their	Camera	
	piece of art.		be part of.		picture and talk through		Linking - Big
		•	Show different techniques		their ideas for their		picture
	I can edit and improve		through videos and picture		creation		thinking
	my work		on the IWB				3
		•	Split pupils into groups and				~ 3
	I can evaluate my work		begin to design their picture.				
		•	Q 'How can you improve you				Meta-Thinking
			design?'				Self-regulation

Code- breaking	I can solve the maths question to give an answer. I can identify a pattern from my answers I can identify links between different patterns I can use a key to help identify a pattern	On IWB show pupils examples of simple code breaking using the answers for addition or subtraction problems. As pupils to solve some of the examples and identify a pattern in the code.	 Pupils to complete code breaking worksheet. HA to have a mixture of four maths operations whilst LA just have addition and subtraction. Pupils must show their working for each question. Encourage all pupils to go back and check their work for errors. Hopefully pupils can identify their own errors when the code does not make sense. 	Code breaking examples PDF Differentiated worksheets.	Analysing - I can think logically Meta-Thinking Self-regulation
	I can work as part of a team to break a code				