Year 3 Summer Term: Do Machines Dream of Electric Sheep?

The Big Idea: What if all the machinery around us – all the computers, all the cars, all the household appliances – gained consciousness and came to life? What if technology became aware of its surroundings and decided to take control? What if all this machinery decided that humankind needed to be wiped-out? During this Summer Term, Year 3 will go on a limitless journey of infinite possibilities. As writers and readers we will explore the notion of technology 'awakening' through literature through the ages. As film critics we will review how the idea of artificial intelligence has been represented through film. As artists we will critique how machinery has been represented on canvas. Join us as Year 3 boldly explores what the future has in store, and reflects on how the people of the past have predicted the rise of the machines!

As Language Specialists we will be reading extracts from HG Wells' *'The Time Machine'* and see how his unique style of science fiction literature compares to that of Ted Hughes' *'The Iron Man'* and Andrea Beaty's *'Rosie Revere - Engineer'*. Other genres of text will include immersing ourselves in the science fiction poetry of CS Lewis, analysing and performing the *'AI'* screenplay written by Stanley Kubrick, watching and discussing Disney's *'Wall-E'* and listening to *'The War of the Worlds'* radio play by Orson Welles. As writers, we will create our own science fiction stories, write letters to British inventors and write persuasive text selling and pitching the fascinating inventions that we are yet to create from recyclable materials. The thespians amongst us will absolutely love performing scenes from Shakespeare's '*The Tempest'* and its contemporary incarnation: *MGM's* 1956 sci-fi classic *'Forbidden Planet'.*

As Mathematicians we will be exploring the possibilities of 2D and 3D shapes, using their properties to design *Robots* that could revolutionise our day-to-day lives. Using geometry and symmetry, we will also create 3D mechanical monstrosities to terrorise the teachers and TAs at King Athelstan. As well as consolidating our fluency in addition, subtraction, multiplication and division, we will also be looking at co-ordinates and how they are used to create shapes, locate position and programme computers. We will also be exploring statistics, time and measure (capacity). Learning our times tables will also continue to be essential.

As Geographers we will be studying cartography (the art of map making) and use our co-ordinate skills to locate key inventors across all 6 continents. We will use physical and political maps (as well as virtual maps) to explore the globe, sharing our family origins and heritage in the process. Creating our own maps relating to Kingston's key authors and inventors will also be a fascinating opportunity to explore our local area.

As Historians we will be comparing the scientific work of Patricia Billings and Thomas Edison to that of James Dyson and Trevor Baylis. We will be debating the influence these inventors and innovators have had on our everyday lives, as well as appreciating the struggles and obstacles they had to overcome in order to change the modern world. Key historical events will include the invention of the first programmable digital electronic computer, created in 1946.

As Scientists we will observe how magnets attract and repel each other, attracting some materials and not others. We will also be looking at how magnets are used in the world around us, and the possibility that magnets could be a potent weapon in our fight against the awakening technological terrors.

As Design Technologists we will be designing, making and evaluating our own robots, using recyclable materials and electrical systems to repel the threat of the malevolent machines.

Across the curriculum

As Athletes we will be expressing ourselves using 'mechanical inspired' dance moves and robotic routines, working together in tandem to create a dance ensemble worthy of dance troupe *Diversity!*

As Theologians we will study 'creation stories' from different religions, considering how humankind came to exist, as well as exploring why we have been put on Earth in the first place!

As members of our community we will explore our rights and responsibilities, discussing and debating how we, collectively and individually, can make the world a better place.

As Musicians we will learn to perform pieces of music on a range of musical instruments, including the inspirational work of science fiction composers John Williams and Johann Strauss. We will also use the percussion, movement and visual comedy *'Stomp'* to inspire our musical performances.

As speakers of French we will be learning how to refer to everyday mechanical appliances in the home and in the workplace.

As Artists we will be studying the *'machine art and sculpture'* of Chan Lee and Erik Brede. We will continue to develop our drawing and sculpture skills using a variety of techniques and recyclable resources.

As Computer Programmers we will design and write computer programs to instruct *the 'KA B-Bot Army'* to defend King Athelstan against naughty robots intent on ruining our learning.

Knowledge of the World
How has entertainment technology changed over time? From the *Atari* to *the ZX Spectrum*, to the *16-bit Mega-Drive* to the *PlayStation 4*, we will explore how games consoles have evolved over the last 40 years and their effects on modern life.

The Arts and Sports
Can machines make art? We will compare the *Lovelace 2.0* artistic computer to the work of Jackson Pollack and ask ourselves: at what point does artificial intelligence meet or surpass human creativity?

Enquiry
What actually goes on at the Villier's Road Recycling Centre? Why don't we put on our coats, get our clip boards and go and have a look for ourselves!

Ambition and Possibilities
How did *Dragon's Den* legend and recycling entrepreneur Max McMurdo make his fortune by turning old junk, such as shopping trollies and washing machines, into trendy furniture? What wonderful things can we make out of old junk?