

Year 3 Summer Term:

Do Machines Dream of Electric Sheep?

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 science fiction poetry all about robots, analysing and performing plays, 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*.

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

As Historians we will be comparing the scientific work of Josephine Garis Cochran 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 pneumatic systems to repel the threat of the malevolent machines.

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?

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 Mathematicians we will be exploring fractions of shapes and numbers, including looking at tenths of numbers and tenths as decimals. As well as consolidating our fluency in addition, subtraction, multiplication and division, we will be challenging ourselves with the 8 times table. Using geometry, we will investigate lines and angles in our work on shape. Also within our shape work we will study nets and how to make 3D shapes. In our work on measure we will be studying mass and capacity. Furthermore, we will be telling the time to the nearest minute and learning how to tell the time with Roman numerals.

Across the curriculum

As Athletes we will be expressing ourselves by participating in a range of athletic events. We will be competitive and focus on developing our technique so we are more effective athletes. Later in the term we will be taking part in the Kingston and Richmond Country Dancing Festival.

As Theologians we will consider what Hindus believe God is like and will ask 'What does it mean to be a Hindu in Britain today?'

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 continue to develop our drawing and 3D modelling skills using a variety of techniques and resources to make a half robot/ half self. We will be learning about the composition of the human face and drawing from observation.

As Computer Programmers we will design and write computer programs to create games on Scratch using our coding skills. We will also look at the evolution of computers. We will find out the difference between the internet and the World Wide Web and learn to be safe on line using the fantastic Interland program.

Enquiry

Do robots think for themselves? Or do they need humans to control them? We will investigate this key question facing today's society and future generations.

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?