

prospects



Meet the Flintstones Year 3

Essential Knowledge

By the end of this unit children will know...

- Use more than one source of historical enquiry.
- Place events, artefacts and historical figures on a time line using dates.
- Understand the concept of change over time, representing this, along with evidence, on a time line.
- Ask questions to support discussion and deeper thinking.
- Suggest cause and consequence of some of the main events and changes in history.

Launch

Visits and Experiences

Visitor/ teacher dress up in role as a caveman for children to ask questions.

Explore

Artefact Exploration

What would it be like to live in early settlements?
Create a model settlement.

Energise

Role Play Experience

Children make their own string from natural resources.

Make chocolate arrow heads.

Celebrate

Celebration Event

Children dress up and invite guests to share food and watch dance.

Core Subjects:

Links to theme

English

- To write a letter about everyday life in the Stone Age using historical information.
- To write a set of instructions 'how to make a weapon'.
- To explain and justify reasons or ranking inventions.

Mathematics

- To measure and mark accurately to the nearest mm to create Stone Age carts.

Science

- Investigate and compare properties of rocks and other materials.
- Find out about fossils and create own 'stone-age' fossils.

Meet the Flintstones Year 3: Theme Content

Personal Development

Spiritual

- Reflect on, consider and celebrate the wonders and mysteries of life as it evolves.

Moral

- Listen and respond appropriately to the views of others, when working as part of a team.
- Gain the confidence to cope with setbacks and learn from their mistakes, whilst making carts.

Social

- Children work collaboratively.

Cultural

- Begin to understand the culture of past civilizations and how life was different.

Foundation Subjects

History, Geography and Citizenship

History:

- To generate questions to find out about events in the past, what would you ask a caveman?
- To sequence events on a timeline.
- To understand the importance of Stone Age inventions.
- To understand cause and effect of main events in history.
- To understand how the introduction of farming changed Stone Age life.
- Study life on Skara Brae.

Art and Design and Design Technology

Art:

- To make drawing of the stages of early man.
- To reproduce cave paintings.
- To create a mould for an arrow head to be made out of chocolate.
- Design and make a decorated pot.

Design and Technology:

- To make a moving vehicle - a cart with moving wheels.
- To design and make an early settlement.

Music, Languages and Physical Education

N/A

Computing

- Use the internet to research life on Skara Brae.

Meet the Flintstones Year 3: Links to National Curriculum Framework

Core Subjects:

English

- To write a letter.
- To write a set of instructions using time connectives.
- To explain and justify reasons.

Mathematics

- To measure and mark accurately to the nearest mm.

Science

- To compare and group rocks and describe the formation of fossils.
- To examine the properties of materials using various tests.

Foundation Subjects

History, Geography and Citizenship

History:

- Use evidence to ask questions and find answers to questions about the past.
- Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.
- Describe the characteristic features of the past, including experiences of everyday life.
- Understand the concept of change over time, representing this, along with evidence, on a time line.
- Place events, artefacts and historical figures on a time line using dates.
- Suggest causes and consequences of some of the main events and changes in history.
- Describe different accounts of historical events, explaining some of the ways the accounts may differ.

Geography:

Know the location and contexts of places studied and some significant other places (location and context).

Art and Design and Design Technology

Art:

- To make careful observational drawings.
- Use different hardness of pencils to show line, tone and texture.
- Use shading to show light and shadow.
- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
- Create original pieces that are influenced by studies of others.
- Use different media to achieve variations in line, texture, tone, colour, shape and pattern.
- To use clay and other mouldable materials.

Design and Technology:

- To cut materials accurately and safely by selecting appropriate tools.
- Evaluate design, identify strengths and weaknesses.
- Strengthen materials using suitable techniques.
- Prepare ingredients hygienically using appropriate utensils.

Music, Languages and Physical Education

N/A

Computing

- Use the internet to research effectively.

Meet the Flintstones Year 3: Assessment Opportunities/Tasks within theme

Core Subjects

English

- Children demonstrate that they are able to explain and justify their choices.
- Children demonstrate that they can write a letter using appropriate language and structure features.

Mathematics

- Children demonstrate that they can measure and mark accurately to the nearest mm when creating Stone Age carts.
- Children are assessed against some of the challenges included in the maths quests.

Science

- Children demonstrate an understanding of the differences between different rocks.
- Children demonstrate that they can describe the processes involved in forming a fossil.

Foundation Subjects

History, Geography and Citizenship

History:

- Children can write and ask appropriate questions about the past.
- Children can place events on a timeline extending beyond 0 AD.
- Children can suggest some consequences of some of the main changes from the Stone Age to the Iron Age.

Art and Design and Design Technology

Art:

- Children can use observational drawing skills adding shading.
- Children can use different media to achieve variations in line, texture, tone, colour, shape and pattern.

Design and Technology:

- Children can make a moving vehicle.

Music, Languages and Physical Education

N/A

Computing

- Children demonstrate that they can use the internet to find appropriate websites to provide information about the stone, iron and bronze ages.