



St Martin's C of E Primary and Nursery School Learning Narrative

	Musical/Auditory		Interpersonal		Naturalistic
	Bodily/Kinaesthetic		Linguistic		Spatial
	Intrapersonal		Logical		Spiritual

Year Group: 3

The Big Idea
Time Machine

Key Question/Mystery
(To start with and return to)
Do Inventions Always Make the World a Better Place?

Hooks for Learning

(experiences which excite, motivate and hook the children into the learning to come)

- Children find Dr Why's time machine bike in forest.
- Children receive video message from Dr Why.
- Children receive blue prints of part of an invention that could make the world a better place.
- Scanning the QR code.
- Becoming inventors of the future.
- Clues about where the thief has gone.
- Pictures of Viking helmet left behind. Where has it come from?
- Viking battle
- Using the play pod for invention building.
- Build Viking long boat from the PlayPod.

Playing and Exploring
Engagement

Collecting the bike from the forest. What else is around the bike?



Deconstructing objects and exploring what each bit does.



How does a toaster work?



What inventions have already made the world a better place?



Creating a dance based on an invention.



How does a bike work? Exploring the forces needed to make it move.



How do magnets work? What are they used for?



Exploring past inventors and inventions.



Who were the Vikings?



What artefacts can we find? Looking at Viking boats, shields, helmets.



What can they create in the forest to make it a better place in the future?



Active Learning
Motivation

Building their own inventions using deconstructed items. Using tools to put together.



Seeing the parts of the toaster and being able to link to text.



Writing biographies about each other based on their inventions.



How does a bike work?

Exploring the forces needed to make it move

Sitting on the bike and making it move.



Where do we find magnets? What are they used for?



Researching about the Vikings and creating a research project to share.



Floating Viking boats? How do they float?



Children asking questions to support their writing of a biography.



Creating and Thinking
Critically
Thinking/learning Process

What do the different parts of the toaster do in order for it to work.



How is the bike moving? Why does it not float in the air?



How are they going to fit the pieces together for their invention?



Who is Dr Why, Where has the bike come from, what is it used for?



Who is the thief? Is he good or bad? Why?



Using clues to think about where the thief has gone? Why?



Which magnet is the strongest? How can we find out?



How are the Vikings different to us?



What questions do we need to ask the inventor to write a biography?



What beliefs did the Vikings have? Are they the same as us?



Key Skills

Reading

Reading about Vikings and researching using different resources.

Explanations of how things work.

Biographies.

Reading questions.

Reading about inventors from the past.

Writing

Sentence structures.

The use of brackets to add detail.

To be able to write notes about a topic.

Write explanation sentences.

The format of a biography and explanation text.

Number

Using timelines

Scaling of Viking long boats.

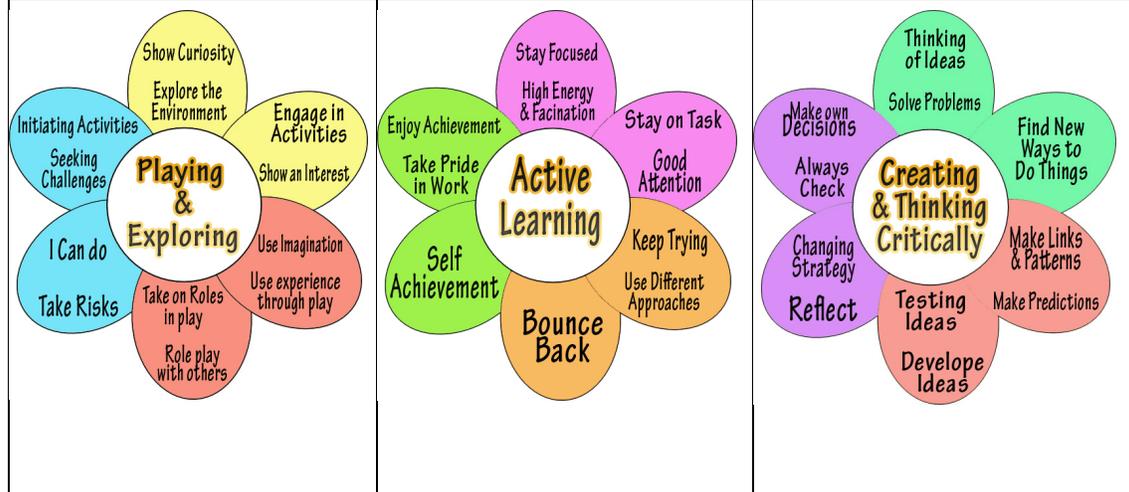
Making top trumps.

Viking currency.

Opportunities for Outdoor Learning

- Using the outdoor shelters for story time.
- Using the play pod for inventions and Viking long boats.
- Forest School
- Outdoor class room space for phonics and maths interventions.
- Completing class work outside. Allowing children to take responsibility.
- Viking battle on the field.
- Inventions around Cranbrook. What inventions could we have in the future?

Reflection on Learning



Cross-Curricular Links (referencing Primary Curriculum/EYFS)

<p>English</p>	<p>Write explanation for different parts of their inventions. Labels for different parts. Letter to persuade someone to use a toaster. Research projects about the Vikings. What forces act on a bike?</p>
<p>Maths</p>	<p>Using timelines to link to history of inventions and when the Vikings were around. Scaling Measuring distance – paper clips Looking at direction and turning.</p>
<p>Science</p>	<p>Compass on bike – magnets</p> <p>Forces and Magnets</p> <ul style="list-style-type: none"> • compare how things move on different surfaces • notice that some forces need contact between two objects, but magnetic forces can act at a distance • observe how magnets attract or repel each other and attract some materials and not others • compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials • describe magnets as having two poles • predict whether two magnets will attract or repel each other, depending on which poles are facing. <p>Strongest magnet investigation, forces on how a bike works. Forces acting on a car on a ramp. Including magnets into invention.</p>

RE	Worship, Pilgrimage and Sacred Places.
PE	Dance – Dance of inventions.
The Arts	Dance- Inventors dance. ICT – Book Creator, Powerful Passwords, My Online Community.
Humanities	History – Inventions that have changed the world. The Vikings Geography – Viking Settlements. <ul style="list-style-type: none"> the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor Examples (non-statutory) This could include: Viking raids and invasion resistance by Alfred the Great and Athelstan, first king of England further Viking invasions and Danegeld Anglo-Saxon laws and justice Edward the Confessor and his death in 1066

Identify 8-10 writing outcomes for the term:

- Literacy Shed – Ruckus
- Explanation of how invention works
- Letter to Granny – Why she needs a toaster.
- Cracking contraptions – Star Write.
- Biography about inventor friend
- How to be a Viking story
- How to be a pirate – Poetry
- Magnet Science Investigations
- Forces Science Investigation
- Star Write- Biography of the Blueprint Thief

Opportunities for Home Learning for the term:

	Musical/Auditory Learn a song about the Vikings or recite a Viking poem.		Interpersonal With a friend look at inventions from the past and create a quiz about it for someone else.		Naturalistic Invent a game using materials you find outside
	Bodily/Kinaesthetic Perform a Viking dance. Make an invention that will make the future an even better place.		Linguistic Research project about a famous person from history.		Spatial Create a poster or information booklet about a time period that interest you.

	<p>Intrapersonal Research about inventors of Vikings and create a mind map of the things that you find out.</p>		<p>Logical What do you need to become an inventor and create an inventors workshop</p>		<p>Spiritual Think about what life was like during the Viking era. Create a diary entry for what it would be like to be a Viking for a day.</p>
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Every class will use 'Buzz Boards' to encourage questioning and reflection and will produce a 'Learning Story' for each theme. The 'Learning Story' will tell the story of learning, both in terms of content and the way in which learning happened. Children will be encouraged to engage with the learning stories, the stories can be created in physically or electronically.