

English

- Whitby - Recount of visit
- Diary entry – Life on board Captain Cook’s ship - Endeavour or writing from an alternative perspective
- Narrative – Model and create class opening for suspense Dracula themed narrative for children to continue
- Newspaper stories of the event, create a journalistic report describing strange events, a disappearance including local experts and witnesses.
- Create various mysterious openings for similar stories.
- Non Fiction – Create a tourist guide for Whitby
- Reading comprehension – Dracula posing inference and deduction questions to deepen the understanding.
- Descriptive writing based upon visual stimulus of an eerie Whitby
- Share extracts from ‘Dracula’ by Bram Stoker
- Non chronological report – Endeavour how to prevent scurvy
- Instructions – How to create a Dracula resistance kit
- Biography – Captain Cook
- Narrative – Poor Tom and the Smugglers of Mourne - re-write story as 1st person account.
- Poetry – Whitby Abbey at night
- Letter in a bottle – mystery of the writer



Year 3 Curriculum Links – Summer

Whitby a Town of Voyagers and Vampires

Enrichment:

Visit – Including Abbey or Captain Cook Memorial Museum in Whitby

Immersion:

On board a ship in the past – or in Draculas lair

Mathematics

- Problem solving - linked to time how many days did it take to sail from one destination to another if went from May to June etc.
- Co-ordinates – Locate treasure sites from an endeavour map
- Position and direction
- Capacity – linked to amount of blood drunk by Dracula
- Fractions – linked to fractions of blood vials and equivalent amounts
- Measure the perimeter of simple 2-D shapes – create Endeavour from simple shapes to measure perimeter
- Read time with increasing accuracy to the nearest minute – linked practically throughout immersion to get awareness of time and duration link with problem solving tasks
- Construct a 3D model of Whitby Abbey
- Interpret and present data using bar charts, pictograms and tables – linked to favourite food to eat at the seaside
- Maze – using angles and language of angles to get the vampire slayer to reach the vampire hidden in the maze.

Geography

- Map work – Explore Ordnance Survey Maps of Whitby discuss key and mapping symbols
- Compare to aerial view maps and discuss human and physical features
- Explore erosion and abrasion discuss how it is caused naturally and how we also have an impact on our coasts – coastal paths and abiding rules
- Understand the water cycle
- <https://www.ordnancesurvey.co.uk/mapzone/>
- Understand 4 Grid References
- Hired by a celebrity to be a personal guide and wants you to recommend a nice, easy walk in the countryside.

PE

- Use team building skills to move objects from one position to another with obstacles as obstruction.
- Perform Egyptian inspired dances as an individual and group.
- Create gymnastic routines as a group to demonstrate and include equilibrium.
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

History

- Explore the history of Whitby,
- Explore the history linked to the Abbey
- Discover the links to Whitby of the famous explorer Captain Cook - Set sail on the Endeavour and experience life at sea.

Music

- Soundscape – look at a visual image and bring to life with a range of instruments.
- Create a soundtrack for their created narrative using digital music.
- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- Impvise and compose music for a range of purposes using the inter-related dimensions of music
- listen with attention to detail and recall sounds with increasing aural memory
- use and understand staff and other musical notations

Science

- Compare different kinds of rocks based on their appearance in the context of understanding the difference between natural and man-made rocks explore rocks found at Whitby.
- Observations by examining different types of rocks practically discussing which type they belong to and the differences.
- Explore how fossils are formed when things that have lived are trapped within rock discuss the findings of bones etc by archaeologist that help us to understand things that have occurred in the past.
- Investigate how to separate Salt from water linked to the sea - Whitby

DT

- Build boats that are fully functional to float
- Create 3D sculptures models of Whitby Abbey

SMSC

- Social – water safety – at the coast, waves – riptides
- Moral – Whaling – explore what happened in the past and currently link to dolphins in Scandinavia
- Cultural – Explore different cultures and discuss the moral aspect.

RE

- Theme: Hindu Beliefs
- Key Question: How can Brahman be everywhere and in everything?
- Religion: Hinduism
- Theme: Sharing and Community
- Key Question: Do Sikhs think it is important to share?
- Religion: Sikhism
- Theme: Pilgrimage to the River Ganges
- Key Question: Would visiting the R Ganges feel special to a non-Hindu?
- Religion: Hinduism
- Theme: Prayer and Worship
- Key Question: What is the best way for a Sikh to show commitment to God?
- Religion: Sikhism

MFL

- Days of the Week
- Months of the Year
- Revision of taught concepts
- Conversational project to embed skills

Forest School

- Using various knots to secure fixtures linked to boats
- Shipwrecked – Safe fire building, cooking on a campfire, marshmallows, damper bread and cooking on a Kelly kettle.

Computing

- Internet research – explore the history of Whitby present and past
- Explore aerial maps and google earth compare and discuss
- Use presentation and multimedia software to present an oral speech as Dracula - Morpho

Art & Design

- Create silhouette pictures of Whitby Abbey
- Create Abbey Sketches and add different elements of shading to create atmosphere and mood
- Coastal landscapes with watercolour