Grade 3 . Tenm 2 Planner 2023

G	rade 3 · Term 2 Flammer 202	.3
English		
Reading • Finding the main idea & supporting details • Search for and use important information as we read • Summarising both fiction and nonfiction texts in our own words • Small group Guided Reading rotations on individual areas of need using PAT-R data to inform lessons	Writing Information Reports Research and note taking skills Proofreading, editing and publishing writing tasks Handwriting activities focusing on a different letter weekly Writers notebook tasks Targeted spelling activities using Sound Waves Sentence structure lessons	 Speaking and Listening Communicate in groups, contributing relevant ideas Express personal connections through discussion Acknowledging the audience when public speaking Tone of voice and stress & emphasis on particular words Developing and using nteresting vocabulary
	Mathematics	
Number and Algebra Explore mental and written strategies for addition and subtraction Explore the place value of numbers and read, write, represent and interpret thousands of numbers. Representing money values in multiple ways and counting change for simple transactions	Measurement and Geometry Identify, describe and compare angles Measure, order and compare objects using familiar metric units of length, area, mass and capacity	 Statistics and Probability Data: Ask questions to collect and categorise data Use tallies and two-way tables to record collected data Interpret data from picture graphs, column graphs and tables. Construct data displays from given data.
Inquiry & STEM: 'Spinning in Space'		

- The Earth rotates on its axis; as it rotates it turns into and out of the light from the sun, causing day and night.
 - The sun appears to rise in the east, move across the sky and set in the west
 - Shadows of objects are caused when they block light from the sun.
 - Stars give out light; our sun is a star.
 - The moon is not a star; we see the moon because it reflects light from the sun

Information Communications Technology: ICT

- Using Google Classroom to complete assigned tasks, such as typing into a Google Doc
 - Touch Typing activities
 Researching skills

Health/Physical Education

- Weekly 'Platoon' rotations with an emphasis on fundamental movement skills (kicking, throwing, catching ect) and implementing these skills into modified games and activities.
 - Sport activities: students are involved in major games.