

## All Saints CE Primary School and Nursery Medium Term Planning



Class teacher: Mrs Cooke Year group: 3 Term: Autumn 2 Subject: Science - Health and Movement

Lesson	Learning Goal (L.G.)	Brief outline of lesson content (or where this can be found/unit found in, if for example it is a published scheme such as Science, Kapow French or Music, Purple Mash computing)	Key Vocabulary covered
1	To identify that humans get the nutrition they need from what they eat	Plan Bee Lesson 1 - learn about the need for a varied diet, sorting food into groups.	Varied, diet, nutrition, balanced, healthy, dietary restrictions, carnivores, omnivores, herbivores, skeleton, bones, vertebrates invertebrates, humans, muscles
2	To identify that a balanced diet is needed to stay healthy	Plan Bee Lesson 2 - Continue to learn about a balanced, varied diet, looking at food pyramids, examples of healthy meals and how people with dietary restrictions can still have a balanced diet.	
3	Investigate which foods different animals eat.	Plan Bee Lesson 3 – Find out what some animals eat and use technical vocabulary to describe different types of animal.	
4	Carry out an investigation into what pets eat.	Plan Bee Lesson 4 - think about the questions we could ask to find out what pets eat. Use data and present in bar graphs and/or pictograms	
5	Explore human and animal skeletons	Plan Bee Lesson 5 - Learn about bones in humans and animals	
6	To find out how the skeleton supports and protects the body and think about how invertebrates are supported	Plan Bee Lesson 6 - Children will learn about the functions of the skeleton in vertebrates, and how some invertebrates move and are protected in different ways. They will then research and describe various invertebrates.	
7	To find out what muscles are and how skeletal muscles help us to move	Plan Bee Lesson 7 - Children will continue to learn about how the body moves, focussing on the ways muscles work. They will then study a variety of sources to find out more about muscles, noting their findings.	