Countries of the World
Class 3
Autumn 2



Our Learning

In this topic we will be learning about the wider world. In geography, the children will learn to identify and locate the seven continents and some of the countries within each one. They will explore areas of human and physical geography around the world, including population, culture, mountains and rivers. In PSHE they will consider differences in family structures from across the world and will think about how important it is to respect these differences. For ICT the children will be using 'Scratch' to write quizzes by combining questions and will learn the wider programming skills of solving problems, testing, debugging, improving and evaluating.

PSHE

Valuing Difference

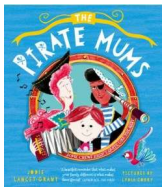
The children will be exploring and thinking about how others' families, either in school or in the wider world, sometimes look different from their family, but that they should respect those differences and know that other children's families are also characterised by love and care.

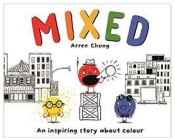
They will also explore the importance of respecting others, even when they are different from them, or make different choices or have different preferences or beliefs.

These are some of the books that we will be using to support this topic:









Geography

In this unit the children will have the opportunity:

- To be able to identify the continents of the world
- To be able to locate countries on a world map
- To find out about some of the key geographical features of each continent
- To be able to locate major capital cities of the world
- To be able to use a variety of sources to identify human and physical features in a particular country
- To be able to find similarities and differences between different countries



ICT

Scratch Programming

By the end of this unit

...all children should be able to:

Write a program which accomplishes a specific goal.

Create a program that includes a logical sequence.

Debug a program they have written.

...most children will be able to:

Use repetition and selection.

Work with variables and adjust these depending on the effect they wish to create.

Understand and use the duplicate function.

Demonstrate that they understand how to combine a range of different effects to create their own quiz.

...some children will be able to:

Design a program.

Successfully decompose a problem into its smaller parts.

Analyse the software to check it is fit for purpose.

Build on their existing knowledge to experiment and innovate when programming.



Engagement: Exploration

The children will be exploring a whole range of different cultures, beliefs and

geographical locations that contrast with their own during this unit. They will explore the similarities and differences between themselves and others in the wider world.

