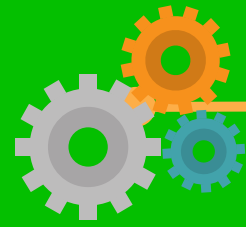


L3 LEARNING THEMES 2025-26



TERM 1.1 MARVELLOUS MACHINES

Driving Theme: How technology that is part of our daily lives and how machines help us
Driving Subject(s): Digital Literacy,
Big Question: What do Machines do all day?
Memorable Experience: Create a Marvellous Machine
Real World Outcome:

TERM 1.2 WINTER WONDERLAND

Driving Theme: the changes that happen during winter
Driving Subject(s): Science and
Big Question: Where does snow go?
Memorable Experience: Build a snowman
Real World Outcome: Visit to Winter Wonderland Community Project.



TERM 2.1 PUPPETS AND POPUPS

Driving Theme: Explores puppets and pop up books
Driving Subject(s): Art, DT, English
Big Question: Where does snow go?
Memorable Experience: Puppet Show Experience.
Real World Outcome: Create a pop up book book or Puppet



TERM 2.2 ANIMAL PARTS

Driving Theme: Explores animals, including fish, amphibians, reptiles, birds, mammals and invertebrates
Driving Subject(s): Science
Big Question: Why don't snakes have legs?
Memorable Experience: Visit to YWP or Visit from Reptile Handler
Real World Outcome: Minibeast Hotel Creation



TERM 3.1 PLANT PARTS

Driving Theme: Explores wild and garden plants by exploring the local environment
Driving Subject(s): STEAM
Big Question: How does it grow?
Memorable Experience: Visit to a garden centre
Real World Outcome: Pupils contribute to a school or class garden



BUILD IT UP AGAIN

Driving Theme: Exploration of how the local area has changed
Driving Subject(s): STEAM
Big Question: Why do we rebuild things?
Memorable Experience: Create our own city
Real World Outcome: Pupils design their own school

