

Spirituality Across the Curriculum- Year Group 3

Aspects of Spirituality	Literacy <i>TFR, TFW, Phonics</i>	Maths	Science	RE	History	Geography	PE	Art	DT	PSHE	Computing
A sense of the mystery of life:	Flotsam – Life under the sea		Skeleton, Muscles, Plant Reproduction	What is a good life? Do Christians have to believe in God as Trinity?	Burials & Afterlife						
A sense of choice, decision making and personal responsibility:	T4W – Independent Writing Land of Never Believe – create own land	The ability to choose strategies that work best for the individual.	Healthy Eating	What is my duty, how do I know and why does it matter? What is a good life?	Where to build along the River Nile	Choosing types of Rock for specific purpose	Strategic games, integrity, sportsmanship	Choosing the material, colour, texture etc for their final design	Designing and making a final piece – storage box	Positive choices in behaviour and friendships Healthy eating	Internet Safety
A sense of awe and wonder:	Reading books/texts		Magnets Light – Space	Do Christians have to believe in God as Trinity?	Ancient Egypt – pyramids Vikings - longships	Volcanoes & earthquakes		Abstract Art	Moving Picture		Systems & Network Stop Motion Animations
A sense of awareness of there being something more to life than meets the eye:	Mythical creatures, imaginary worlds, portals and the use of imagination to write		Magnets Plants, growing, importance in the ecosystem, bees.	What is my duty, how do I know and why does it matter? What is a good life? Do Christians have to believe in God as Trinity?	Gods		How exercise impacts not only our fitness but mental wellbeing.			Feelings, empathy, understanding others	Systems & Networks – sharing technology. Complexities of technology
A sense of love for the outside:	Flotsam – Under the Sea		Plants Rocks Soils		River Nile Viking Journeys	Local Geography –	Outdoor PE	Final piece of collage - Landscape			

	Land of Neverbelieve – design an island. Mousehole Cat – The ocean					walk round River Slea Trip to Magna					
A sense of pattern, sequence and order:	TFW- Structures behind different texts.	Times Tables Number Sequences Place value – ordering numbers	Cycle of pollination How rocks are made How fossils are formed	What is my duty, how do I know and why does it matter? What is a good life? <i>The relationship between choices, actions and consequences</i>	Steps for mummification and burial Social classes in Ancient Egypt		Circuits, Yoga, Gymnastics - Create their own sequences of balances and movements		Creating their final piece – build, break, rebuild – follow steps to build a net		Programming
A sense of enquiry and open mindedness:	Exploration of vocabulary and how this can change the meaning of what is written.	Paired tasks when reasoning, Mind workouts	Science investigations	All units	Sharing opinions about things that have happened in the past.	Why do earthquakes happen>					Programming
A sense of life's joys and achievements:	Finishing an independent piece of work	Learning a new method Solving a tricky maths problem.		What is my duty, how do I know and why does it matter?			Succeeding/ developing a new skill.	Producing final pieces after building up their skill set	Making prototypes before producing the final products.		
A sense of disappointment and failure, suffering and pain:	Wrong spellings	Getting a question wrong misconceptions	Environmental issues – plants and habitats - bees	What is my duty, how do I know and why does it matter? What is a good life?	Death & burials. Lindisfarne	Earthquakes and volcanoes.	Losing		Product not working	Making bad choices Consequences	Not following the correct path – it doesn't work.
A sense of others as feeling, thinking people:	Charlotte's web – Charlotte and Wilbur's feelings Firework Makers Daughter –			All units			Teamwork			Friendships Actions & Consequences Community	

