

# Merchant of Venice



**YEAR GROUP: 3**

**DATE: Spring 2**

To Try New Things

To Work Hard

To Concentrate

To Push Ourselves

To Imagine

To Improve

To Understand Others

To Not Give up

## Merchant of Venice

### STIMULUS/LAUNCH/CHALLENGE/FINAL PRODUCT

Over this term, we will be studying the play Merchant of Venice. Every year, as a lead Shakespeare school, we study a different play written by William Shakespeare.

On our launch day, we will use different drama techniques to learn the plot, the characters and the setting. We will then produce some artwork around the themes of the play.

Throughout the term, we will continue to look at different parts of the play and use these to help us in our literacy and topic work. The culmination of all our work will be a showcase to the rest of the school explaining what we have learnt during the term.

## LITERACY

**As Writers** we will be studying the Shakespearean play: Merchant of Venice. There will be writing activities linked to the play.

We will be focussing on:

Diary Writing

Letter Writing

Poetry

We will look at the features of these different types of writing, compare good examples and write our own using the Merchant of Venice text to help us.

**As Readers**, we will be studying another Shakespearean play: Othello. We will be looking at retrieval, inference and prediction skills.

## MATHS

As Mathematicians, we will be following the White Rose programme.

**Block 7 Measurement** – length and perimeter  
Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).  
Measure the perimeter of simple 2D shapes.

**Number - fractions** Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10  
Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.  
Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Solve problems that involve all of the above.

## ENRICHMENT

Visit a Synagogue  
Mount Cook (March 30/31) - Launch for survival

## GEOGRAPHY

**As Geographers**, we will learn about Stratford upon Avon and Venice. We will look at the human and physical features of each place and then compare the similarities and differences.

## PE

**REAL PE** - The main focus in this module will be Fundamental Movement Skills, this will go hand in hand with the delivery of other class PE sessions in the school following the Create programme. Students will follow the progressions for FMS and develop through the academic years.

## ART/D.T.

**As designers**, we will transform a 2D shape into a 3D product by designing our own purses (linked to money in Merchant of Venice). We will focus on developing our sewing skills throughout this topic. We will also design our own caskets using what we have learning from our topic.

## GLOBAL DIMENSION/ PHILOSOPHY/PSHE

**As Philosophers**, we will focus on individual positives and how it is 'good to be me'. We will talk about differences and uniqueness. We will also look at what makes us special. WE will continue to use Jed and Ted to help us talk about drugs and alcohol.

## SCIENCE

**As Scientists**. We will be learning about light. That light is required to see and that it is reflected off surfaces. We will also investigate shadows.

## MUSIC

In singing the children will learn songs linked to the theme where possible.

## RE

As students of Religions, we will learn about the religion Judaism. We will look at what it is, the different symbols, some famous stories, their place of worship and one of their festivals. We will visit a synagogue and compare this to other places of worship.