Learning Enquiry Organiser | **Year 3 Spring 2**

Lights, Camera…. Marmalade! How can we bring Paddington to life?

Big Idea: STEAM - Mastering the 4 C's of 21st century learning will unlock opportunities throughout our lives.

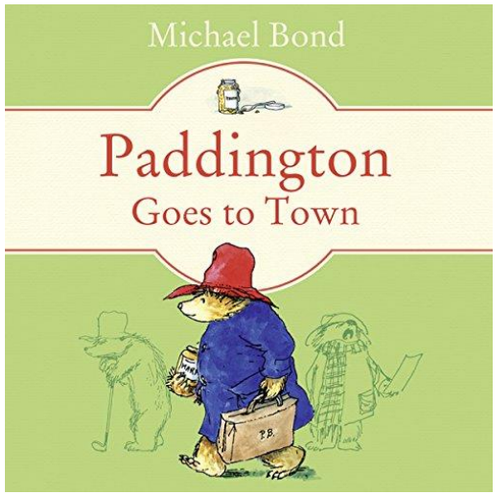
We will develop our skills and interests in technology, engineering, and art through collaboration, experimentation, and learning new skills. This will enable us to strengthen our problem-solving abilities, enhance our creativity, and build a strong foundation in both technical and artistic disciplines.

We will embrace our creativity, using our knowledge of Paddington to create new storylines.

We will continue to build our problem-solving skills by working through challenges patiently and learning from our mistakes along the way.

Broadening our experiences:

This term we develop our independence skills on our one night residential, the first night away from home for many! We cook our own dinner and wash our own plates!



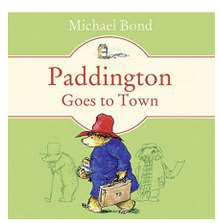
In our reading and writing lessons this term we will be learning about the crazy (mis)adventures of everyone's favourite brown bear, Paddington!

In computing, we will start by learning the basics of stop-frame animation using iMotion and iMovie. The children will explore how animations are created by taking a series of photographs and playing them in sequence to create movement. They will practise using the apps, learning how to capture clear images, adjust timing, and review and edit their clips.

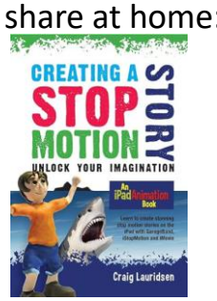
In design and technology, the children are designing and making their own interactive page inspired by the story of *Paddington*. They will be exploring different linkage mechanisms involving pivots, levers to bring a scene from the book to life. This project will help develop their creativity, problem-solving skills and understanding of simple mechanical systems, while linking closely to our English work on the story.

Our Key vocabulary	
Animation	Lots of pictures played quickly to look like they are moving
Frame	One single photo or picture in the animation.
Storyboard	A plan that shows the animation in small boxes.
Setting	Where the animation happens.
Evaluation	Talking about what went well and how we could have improved the finished outcome.
Mechanical Systems	A set of moving parts that make something happen.
Pivot	A point around which an object moves or rotates.
Lever	A mechanism which creates movement
Linkage	A mechanism connecting levers together.
Input Movement	the motion used to start a mechanism.
Output Movement	the motion created by the input.

Texts that we will be reading in school:



Recommended texts to share at home:



Computing Sticky Knowledge

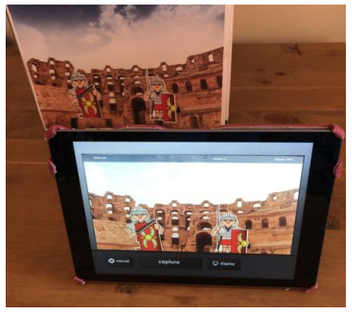
Animation is a sequence of drawings or photographs.

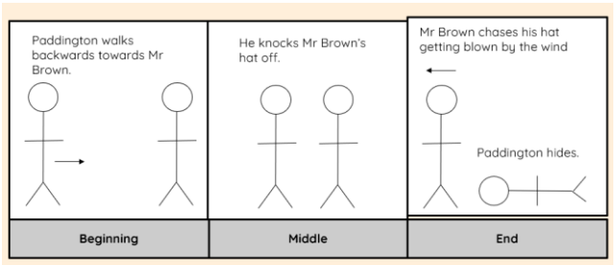
Animators have the job of turning a storyboard into an animation.

A flip book is a non-digital from of an animation.

iMotion and iMovie are apps that we can make animations on.

To plan an animation we need to create a storyboard.





Design Technology Sticky Knowledge

Interactive books include mechanisms which create push, pull and slide movements.

Levers can be joined to create **linkage mechanisms** using **pivot** points.

Reverse motion, push pull and parallel are names of different linkage mechanisms.

An input is the movement to start the **mechanism.** An output is the movement that happens as a result of the input**.**