

# 'Can you catch them all?'

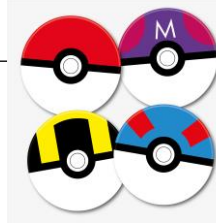
## Case Study - Autumn 2021-2022

An incredible start to Year 3! Here are just a selection of the learning and experiences we have been involved with during our first topic.



### Science - Longitudinal Study

We started off our year-long nature study by searching for different micro habitats around the school grounds. We chose a specific area and made our first observations.



### Literacy

Inspired by the descriptions in 'The Boy who Swam with Piranhas', some great poems were written using our senses as the stimulus. Have you ever swam with piranhas? Well, we tried to imagine what it was like and wrote a narrative all about it!



### Music

We created sound effects for a short animation film using percussion instruments. We paid particular attention to which instrument was most relevant for the action on the film.



### Maths

In Maths, we used natural resources and outdoor learning wherever we could to make our work engaging and fun.



### Geography

Using biscuits to demonstrate how the tectonic plates move and playdough to represent the layers of the earth – such a memorable way to remember our Geography learning!



### Topic end goal

To finish off our fabulous topic, we held our very own Pokémon hunt!

### Art and Computer Science

In Art, we studied the work of Ken Sugimori. We sketched famous Anime / Manga characters, such as those from Pokémon, concentrating on how the artists develop the doe-like eyes. We then created our own Anime style characters, made them from modelling dough and used them to record an animation for Computer Science.

