

Primary Plus 3 Syllabus

In this level, students will:

- develop core skills in collaboration and communication, creativity and imagination, digital literacy, critical thinking and problem solving, and citizenship.
- watch *Shaun the Sheep* animations in each magazine.
- read texts including thank-you cards, leaflets, fact files, reviews, instruction cards, a diary entry, and a timeline.
- listen to audio passages including podcasts, interviews, invitations, a meal order, and a call with emergency services.
- listen to and sing/recite songs and poems.

Title	Module theme	Inquiry question	Learning aims	Tasks & Project	Language focus
1. Friends and family	To understand wider family members	How well do I know my family and friends?	<p>I'm learning how to talk about people I know.</p> <p>I'm learning how to describe what my family and friends like doing.</p> <p>I'm learning how to tell a story about a special event.</p> <p>I'm learning to say how people are important to me.</p>	<p>1. Draw a family tree. Tell your classmates about the people in it.</p> <p>2. Describe a photo of your family or friends. Ask questions about your classmate's photo and present it to the class.</p> <p>3. Create a video about something funny at a special event.</p> <p>4. Write a thank-you card to someone important.</p> <p>Project: Create a 'loved ones' album that documents all the people who are important to you.</p>	<p>Personality adjectives: <i>clever, creative, friendly, funny, helpful, honest, interesting, kind, polite</i></p> <p>Possessive pronouns and adjectives: <i>This is my dad. This is Jon's mum.</i></p> <p>Modifiers: <i>He's really polite. She's very clever.</i></p>

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2. Free time fun	To understand choices of afterschool activities	How can we plan a great day out for all the class?	<p>I'm learning how to invite friends for a day out.</p> <p>I'm learning about different types of school trips.</p> <p>I'm learning about what kinds of activities my classmates enjoy.</p> <p>I'm learning how to describe places of interest.</p>	<ol style="list-style-type: none"> 1. Think of a great activity and invite your classmates for a day out. 2. Choose a fun place to go on a class trip. In a group, decide where to go. 3. Create and carry out a survey on the most popular activities in the class. 4. A tourist information leaflet for a tourist attraction. <p>Project: Plan and present a day trip for your class, working as part of a committee.</p>	<p>Free time activities: <i>go hiking, go shopping, go to the beach, go to the cinema, go to the park, have a picnic, play tennis, visit a museum, watch a football match</i></p> <p>Invite others: <i>Would you like to come for a hike?</i></p> <p>Suggest activities: <i>How about going to the cinema?</i></p> <p>Accept or decline invitations: <i>Sure! I'd love to!</i></p>
3. Let's be fair!	To understand good and bad behaviour	Why is it important to have rules?	<p>I'm learning about everyday rules.</p> <p>I'm learning about how rules keep us safe.</p> <p>I'm learning how to behave in the countryside and around wildlife.</p> <p>I'm learning about how rules help us.</p>	<ol style="list-style-type: none"> 1. Create a poster about school rules. 2. Create a list of rules for a fun playground. 3. Make a video guide on how to behave when in the countryside and around wildlife. 4. Create a comic strip story about an adventure. <p>Project: Create a social contract of rules designed for living on a desert island.</p>	<p>Rules: <i>Don't drop litter. Don't feed the pigeons. Keep your dog on a lead. Look before you cross the street. Queue here. Respect your neighbours. Say 'please' and 'thank you'. Use zebra crossings.</i></p> <p>Imperatives and modals: <i>We should wait for the crossing to turn green. You must use the zebra crossing.</i></p>

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4. Let's eat!	To understand healthy food	What sort of canteen should we have at school?	<p>I'm learning about food that is good for my body.</p> <p>I'm learning how to give advice on food and dishes.</p> <p>I'm learning about what my classmates like to eat.</p> <p>I'm learning how to write a restaurant review.</p>	<ol style="list-style-type: none"> 1. Write a description of a healthy meal. Tell the class. 2. Act out a restaurant role play. 3. Create a survey to find out the most popular cuisines in your class. 4. Write a review of your favourite restaurant. <p>Project: Design a new menu and canteen for your school.</p>	<p>Food count nouns: <i>a piece of cake, a slice of pizza, biscuits, chips, olives, peppers, strawberries</i></p> <p>Food non-count nouns: <i>bread, butter, cereal, honey, ice cream, jam, sauce, yoghurt</i></p> <p>Adjectival quantifiers: <i>Would you like a piece of cake? I've got some honey.</i></p>
5. Dress up!	To understand people's tastes in clothes	What will be fashionable next year?	<p>I'm learning about what clothes are like.</p> <p>I'm learning about what was fashionable in the past.</p> <p>I'm learning how to create clothes from recycled material.</p> <p>I'm learning about what creates fashion trends.</p>	<ol style="list-style-type: none"> 1. Survey your classmates on what they think is fashionable at the moment. 2. Present a fashion trend from the past. 3. Create an item of clothing from recycled materials. 4. Create a timeline for an item of clothing or accessory. <p>Project: Design and make an outfit and make a video about it for a competition.</p>	<p>Adjectives for clothes: <i>colourful, comfortable, cotton, denim, plain, soft, striped, warm, wool</i></p> <p>Adjectival order: <i>I've got a new denim dress. My friends are wearing cool striped T-shirts. Everyone loves colourful wool hats!</i></p>
6. Having fun!	To understand entertainment at a theme park	What makes a great theme park?	<p>I'm learning how to plan a route through a theme park with my friends.</p> <p>I'm learning about theme parks and rides.</p> <p>I'm learning how to create a game for a funfair.</p> <p>I'm learning to write a review of a theme park.</p>	<ol style="list-style-type: none"> 1. Plan a day with your classmates at Fun Times Theme Park. 2. Research and discuss a theme park and one of the rides there. Discuss which park you would like to visit. 3. Invent a new stall game. 4. Write a review of a theme park. <p>Project: Design and present a new theme park.</p>	<p>Theme Park rides: <i>big wheel, dodgems, drop tower, log flume, merry-go-round, river rapids, roller coaster, teacups</i></p> <p>Adjectives for rides: <i>awesome, boring, fast, fun, long, scary, short, slow, tall, terrifying, twisty</i></p> <p>Superlatives: <i>The big wheel is the longest ride.</i></p> <p>Comparatives: <i>The log flume is more exciting than the merry-go-round.</i></p>