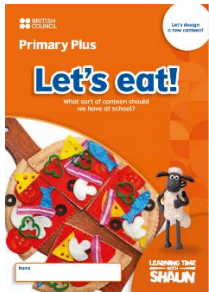
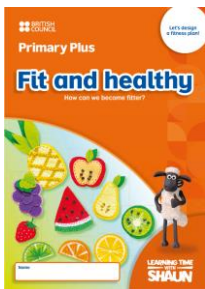



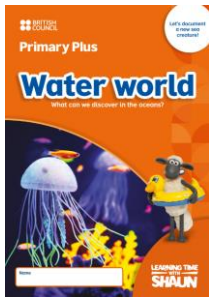

Primary Plus Level 3 - Student Syllabus

In this level, you 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 & Theme	Learning aims	Tasks and Project	Language focus
1. Let's eat To understand healthy food 	I'm learning about food that is good for my body. I'm learning how to give advice on food and dishes. I'm learning about what my classmates like to eat. I'm learning how to write a restaurant review.	1. Write a description of a healthy meal that you want to eat. Tell your classmates about it. 2. Act out a restaurant role play. 3. Create and do a survey to find out the most popular cuisines in your class. 4. Write a review of your favourite restaurant. Project: Design a new menu and canteen for your school	Food count nouns: <i>a piece of cake, a slice of pizza, biscuits, chips, olives, peppers, strawberries</i> Food non-count nouns: <i>bread, butter, cereal, honey, ice cream, jam, sauce, yoghurt</i> Adjectival quantifiers: <i>Would you like a piece of cake?</i> <i>I've got some honey.</i>

Title & Theme	Learning aims	Tasks and Project	Language focus
2. Fit and healthy To understand the importance of diet and exercise 	I'm learning how to warm up before doing sport. I'm learning about sport at school. I'm learning how to set and achieve fitness goals. I'm learning about eating healthily.	<ol style="list-style-type: none"> 1. Create a warm-up routine for your favourite sport. 2. Give a presentation on sports in your school. 3. Create a progress tracker to help you improve in a sport. 4. Write a meal plan for getting fit and healthy. Project: Design a fitness plan for your sports team ahead of a big event.	Sports actions: <i>bend, hop on the spot / from foot to foot, job on the spot, leap, lift your arms/legs, make circles with your arms/legs/feet, sprint, squat, stand on one leg</i> Advice with <i>should</i> and <i>shouldn't</i>: <i>You should warm up your arms for tennis.</i>
3. Having fun To understand entertainment at a theme park 	I'm learning how to plan a route through a theme park with my friends. I'm learning about theme parks and rides. I'm learning how to create a game for a funfair. I'm learning to write a review of a theme park.	<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. Project: Design and present a new theme park.	Theme Park rides: <i>big wheel, dodgems, drop tower, log flume, merry-go-round, river rapids, roller coaster, tea cups</i> Adjectives for rides: <i>awesome, boring, fast, fun, long, scary, short, slow, tall, terrifying, twisty</i> Superlatives: <i>The big wheel is the longest ride.</i> Comparatives: <i>The log flume is more exciting than the merry-go-round.</i>

Title & Theme	Learning aims	Tasks and Project	Language focus
4. Water world To understand the needs of sea animals 	I'm learning how to describe sea creatures and what I like about them. I'm learning about different marine habitats. I'm learning about endangered sea creatures. I'm learning how to describe unusual sea creatures.	<ol style="list-style-type: none"> 1. Research and describe an amazing sea creature. 2. Choose a marine habitat and make an action plan for how to look after it. 3. Research and create a poster about an endangered marine animal. 4. Create a fact file about an unusual sea creature. Project: Present a new sea creature that you have just discovered.	Sea creature body parts: <i>blowhole, claw, fin, flipper, gills, scales, sharp teeth, shell, tentacle</i> Wh- questions and questions with how: <i>What does it eat?</i> <i>Where does it live?</i> <i>Which oceans do they live in?</i> <i>How long do they live?</i>
5. Free time fun To understand choices of afterschool activities 	I'm learning how to invite friends for a day out. I'm learning about different types of school trips. I'm learning about what kinds of activities my classmates enjoy. I'm learning how to describe places of interest.	<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. Project: Plan and present a day trip for your class, working as part of a committee.	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> Invite others: <i>Would you like to come for a hike?</i> Suggest activities: <i>How about going to the cinema?</i> Accept or decline invitations: <i>Sure! I'd love to!</i>