

Year: 3  
 Topic: Living in the Wider World



Glossary

- goal: Something you want and aim for
- guidance: Information that helps others make a good choice
- money: Coins or notes used to pay for things
- save: To keep for another time
- skills: Being able to do something well because of training or practise
- spend: To pay
- strengths: Things you are good at

Scan to explore different professions



SCREEN TIME GUIDELINES BY AGES

**Toddlers:** avoid, except video calls

**2-5 years:** one hour of active screen time

**6-12 years:** Two hours daily of entertainment

**Teens:** Two hours daily of entertainment

**Adults:** Two hours daily of entertainment

