

Year: 3

Topic: Living in the Wider World

St Dennis Primary Academy

"Everyone matters, everyone succeeds, every moment counts"



### 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 for things you buy.
- 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

