



Year 3 Curriculum Plan 2018-2019

	Autumn		Spring		Summer	
Enrichment Curriculum	Machines & Inventors from different eras (History) - Understand and describe the lives of historical inventors and be able to explain how technology has changed everyday life - Be able to put events in chronological order by understanding how to read and interpret dates		Climates (Geography and Science) - Understand the difference between weather and climate - Be able to give examples of different climates and where in the world they might be found - Give an explanation of how animals and people have adapted to life in different climates - Understand that the climate changes over time and that it can be influenced by human action		The First Settlers - Stone, Bronze & Iron Age (History) - Compare and contrast the lives of prehistoric humans with people living in the present day. Understand the meaning of BC and AD - Be able to narrate the history of the peoples of Britain before 55BC, including understanding the concept of tribes and trade	
English	- Stories by the same author - Stories from other cultures - Enrichment-curriculum based explanation writing	- Information Texts - Information Texts in Enrichment and Science lessons - Humorous poetry - Imagery in poetry and prose	- Stories about imaginary worlds - Recounts - Current affairs recount writing	- Non-chronological reports - Report writing through Science and Enrichment lessons - Current affairs report writing - Traditional and performance poetry	- Adventure stories - Playscripts - Use of playscript form to plan class assembly	- Persuasive writing - Persuasive writing through R.E. - Instructions and explanations - Traditional and shape poems
	Ongoing: Reading - word level comprehension; Writing - transcription, joined handwriting, composition, vocabulary, grammar and punctuation; Spoken Language					
Mathematics	- Place value of 3-digit integers - Mental addition and subtraction - Expanded column method for addition - Use distributive law to solve mental	- Mental addition and subtraction - Using inverse operations - Recognise a negative number in context	- Know number of days in each month, in a year and in a leap year - Grid method for multiplication - Compare and order unit fractions	- Show equivalent fractions using diagrams - Know decimal equivalents for one half and one tenth - Fractions: Identify fractions of a picture	- Identifying factors. - Apply column addition to solve money problems - Grid method for multiplication	- Understand factor pairs. - Be able to follow, interpret and solve mental maths problems



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	<p>multiplication problems - Construction of rectangles and squares - Read clocks to the nearest five minutes - Reading and creating pictograms - Read information from a table</p>	<p>- Multiply any one or two-digit number by 10 mentally - Grid method for multiplication - Find one quarter and one third of shapes and numbers - Expanded column method for subtraction - Read clocks to the nearest minute - Identify right angles</p>	<p>- Find fractions of numbers (halves, quarters and thirds) - Column addition for three digit numbers including carrying - Know the number of seconds in a minute, and minutes in an hour, and use this to solve problems - Distinguish between regular and irregular polygons - Co-ordinates</p>	<p>- Grid method for multiplication of two two-digit numbers using known tables facts - Multiply and divide whole numbers by 10 and 100 - Division using chunking - Column subtraction - Knowing and understanding the meaning and use of cm, m, g, kg, ml and l</p>	<p>- Describe the properties of 3D shapes - Draw and use nets for 3D shapes - Perimeter and area of 2D shapes (squares and rectangles only) - Understand and identify parallel and perpendicular lines - Use bar charts, pictograms and tables</p>	<p>- Chunking for division, using times tables knowledge - Perimeter and area of 2D shapes (squares and rectangles only) - Understand meaning of am and pm - Understand that a quarter turn is a right angle. Use four points of a compass - Estimate lengths, masses and volumes. - Understand Roman numerals up to C</p>
Ongoing: Number and Place Value; Problem Solving Skills; 2, 3, 4, 5, 6, 8 and 10 times tables						
Science	<p>Light -Shadows and reflection</p>	<p>Animals including humans -Nutrition, food groups, movement</p>	<p>Rocks - Types and formation of rocks and soils, fossils volcanoes</p>	<p>Forces and Magnets - Attraction and repulsion, materials, magnets</p>	<p>Plants 1 - Function of parts, internal structure</p>	<p>Plants 2 - Life cycle</p>
Ongoing: Investigation Skills – Planning investigations, taking measurements, recording data, using test results to predict and make further investigations						
Computing	<p>Bringing it to Life E-Safety - Protect personal information - Use safety features of websites, know how to report an issue Programming - Introduction to Scratch - Programming an animated scene Multimedia</p>		<p>Games and Information E-Safety - Downloading files and games - Good choices about time online - Post positive comments online Programming - Use Kodu to create a world and interact with objects Multimedia</p>		<p>Become a Game Designer E-Safety - Secure password - Protect personal information Programming - Build and program robots using Scratch Technology in our Lives - Use search tools</p>	



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	<ul style="list-style-type: none"> - Paint program to alter an image - Create an e-book <p>Technology in our lives</p> <ul style="list-style-type: none"> - Recognise www as part of the internet - Identify and use different search engines <p>Using filters for search results Recognise image copyright</p>	<ul style="list-style-type: none"> - Creating art in the style of a famous artist - Create a piece of music <p>Handling Data</p> <ul style="list-style-type: none"> - Generate questions - Input data and presenting it in different ways <p>Use data logger to collect data</p>	<ul style="list-style-type: none"> - Save and retrieve work online and on a local device <p>Handling Data</p> <ul style="list-style-type: none"> - Branching database to investigate and share information - Create a simple database 			
Art and Design	<p>Exploring colour, pattern and texture</p> <ul style="list-style-type: none"> -Continuing to colour mix -Experimenting with techniques -Investigating how different textures add effects 	<p>Lowry – Industrial Landscapes</p> <ul style="list-style-type: none"> - Understand the concept and use of stylised figures and landscapes and apply to own artwork - Use of a range of artistic media to create artwork in the style of Lowry 	<p>Clay skills</p> <ul style="list-style-type: none"> - Cave drawings, using paint to depict action scenes. - Nature Art: using the Nature Area to create and display art using natural materials. 			
Design and Technology	<p>Victorian Inventions</p> <ul style="list-style-type: none"> - Toys and games 	<p>Shelters Forest Skills</p> <ul style="list-style-type: none"> - Traps - Pigments from plants (dying and weaving) 	<p>Printing</p> <ul style="list-style-type: none"> -Creating and using printing equipment to make repetitive decorative patterns. <p>Photography</p> <ul style="list-style-type: none"> -Use of electronic technology to capture and adjust images. 			
Music	<p>Learning Spanish songs</p> <ul style="list-style-type: none"> - Describing structure of lyrics - Use of junk modelling equipment to make different kinds of musical instrument. 	<p>Traditional Folk Singing</p> <ul style="list-style-type: none"> - Creating increasingly complex rhythms using body percussion and instruments 	<p>Music from around the world</p> <ul style="list-style-type: none"> - Comparison of Indian and South American traditional music, including types of instruments used and an exploration of musical motifs. 			
Physical Education	<p>Rugby</p> <ul style="list-style-type: none"> - Tagging system - Creating and closing down space - Creating a defensive wall <p>Football</p> <ul style="list-style-type: none"> - Controlling the ball on the ground - Passing accurately - Combining skills 	<p>Games Skills</p> <ul style="list-style-type: none"> - Sending and receiving on the move - Varying responses <p>Tennis</p>	<p>Inclusive Games</p> <ul style="list-style-type: none"> - Boccia, seated Volleyball and Goalball – adapting skills to perform with disability <p>Dance</p> <ul style="list-style-type: none"> - Using choreographic devices – meeting and parting, canon 	<p>Fitness</p> <ul style="list-style-type: none"> - Distance running - Pacing - Identifying strengths and weaknesses as a runner <p>Hockey</p>	<p>Swimming</p> <ul style="list-style-type: none"> - Full stroke on front and back - Developing breaststroke action <p>Striking and Fielding</p> <ul style="list-style-type: none"> - Basic striking actions placing the ball - Stopping the ball 	<p>Swimming Athletics</p> <ul style="list-style-type: none"> - Applying formula for distance - Hurdling action looking at stride length



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			and unison, leading and following		- Bowling and wicket keeping	
PSHE	Relationships - Feelings and emotions - Healthy relationships	Health and Wellbeing - Healthy lifestyles - Keeping safe	Health and Wellbeing - Growing and changing - Keeping safe	Relationships - Feelings and emotions - Valuing difference	Living in the wider world - Rights and responsibilities - Taking care of the environment	Living in the wider world - Money matters - Taking care of the environment
Religious Education	What do people believe about the creation of our world? (Christianity)	What is important for Jews about being part of God's family? (Judaism)	Why pray? (Christianity)	What do we know about Jesus/Easter? (Christianity)	What is the Bible and why is it important for Christians? (Christianity)	Who are the 'Saints of God' and why are they important? (Christianity)
Spanish	Phonics - The vowels - The other key phonic sounds Numbers 1-10 - How to ask and give your age	Rhyming Stories - Sing songs - Practise tongue twisters and have further opportunities to make the sound-written link by listening to words and anticipating their spelling - Use the verb forms 'tengo – I have', 'es – it is' and implicitly encounter their negative forms	Animals and Colours - Gender - Articles (definite & indefinite) - Plurals and adjectives (position and basic agreement) - The grammatical concepts are all based around a core vocabulary of 9 animal nouns and 6 colours	Key Verbs - 'es' (he/she/it is) - 'son' (they are) - hay (there is/are) - The negative is revisited and there is also an introduction to 'también' (also/too/as well) 'pero' (but)	Retell a familiar story in Spanish (The Very Hungry Caterpillar) - Pupils are first introduced to useful vocabulary from the story: - Numbers - Days of the week, fruits, foods - Develop memory and practising pronunciation, pupils will hopefully feel confident enough to retell the story in one of a variety of verbal ways – with pictures, with video, or with video and subtitles	