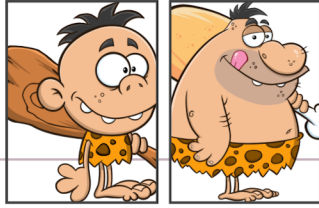


YEAR 3

THE STONE AGE

Driver Subjects

- History
- Design & Technology
- Science



HAPPILY EVER AFTER...NOT

Driver Subjects

- Geography
- Art
- Science



ENGLISH

- Poetry.
- Leaflet – non-fiction.
- Comic Strip – non-fiction.
- Diary Entry - fiction.
- Traditional/Fairy tale - fiction.
- Information booklet – non-fiction.
- Newspaper report – fiction

MATHS

- Number: Place Value.
- Number: Addition and Subtraction.
- Number: Multiplication and Division.

SCIENCE

Rocks and soils compare and group together different kinds of rocks on the basis of their appearance and simple physical properties describe in simple terms how fossils are formed when things that have lived are trapped within rock recognise that soils are made from rocks and organic matter.

HISTORY

Changes in Britain from the Stone Age to the Iron Age.

GEOGRAPHY

Use maps, atlases, globes and digital/ computer mapping to locate countries and describe features.
Use fieldwork to observe and record the human and physical features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.

R.E

How did Jesus and Buddha make people stop and think?
Outline religious ideas and practices.
Connecting ideas.
Express thoughtful ideas.

COMPUTING

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

PSHE/RSE

Recovery curriculum.
Healthy minds and healthy bodies.
Anti-bullying and positive friendships.

P.E

Gymnastics.
Football.
Basketball, tag rugby.

MUSIC

Exploring pulse, rhythm, pitch, duration, phrasing etc, through weekly singing assemblies.

M.F.L

Spanish

ART & DESIGN

Developing Ideas.
Develop ideas from starting points throughout the curriculum.
Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.
Comment on artworks using visual language.

DESIGN & TECHNOLOGY

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YEAR 3

INCREDIBLE JOURNEYS

Driver Subjects

- Art
- Science
- Geography



STAYING ALIVE

Driver Subjects

- Geography
- Science
- Design & Technology



ENGLISH

- Journal – non-fiction.
- Instructions – non-fiction.
- Journal - fiction.
- Adventure story - fiction.
- Persuasive letter – non-fiction.
- Poetry – free verse.

MATHS

- Number: Multiplication and Division.
- Measurement: Money.
- Statistics.
- Measurement: Length and Perimeter.
- Number: Fractions

SCIENCE

Forces and Magnets notice that some forces need contact between 2 objects, but magnetic forces can act at a distance observe how magnets attract or repel each other and attract some materials.

HISTORY

Events beyond living memory and the lives of significant individuals: changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life; events beyond living memory that are significant nationally or globally.

GEOGRAPHY

Name and locate the countries of Europe and identify their main physical and human characteristics.
Name and locate the Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle and date time zones.

R.E

How can Christian and Muslim beliefs be shown through art?
Collect, use and respond to ideas in RE. Consider & link ideas and points of view and ask questions.
Thoughtfully consider different ideas and practices within and between religions.

COMPUTING

Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.

PSHE/RSE

Recovery curriculum.
Living and growing.
Different families, same love.

P.E

- Dance.
- Handball.

MUSIC

Feel the Rhythm: Children consolidate the difference between rhythm and pulse physically. They then consolidate rhythms learned in Year 2, rest and extend knowledge. Children apply knowledge of rhythms to composition of four-beat phrases.

M.F.L

Spanish

ART & DESIGN

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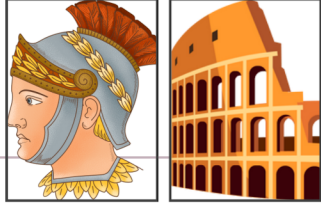
DESIGN & TECHNOLOGY

To master practical skills Cut materials accurately and safely by selecting appropriate tools.
Measure and mark out to the nearest millimetre.
Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).

YEAR 3

ROMAN BRITAIN

Driver Subjects
Science
Geography



ANCIENT EGYPT

Driver Subjects
History
Geography
Design



ENGLISH

Non-chronological report – non-fiction.
Letter – fiction.
Persuasive poster – non-fiction.
Explanation text – non-fiction.
Adventure story – fiction.
Newspaper report – non-fiction.
Poetry – limericks.

MATHS

Number:
Fractions.

Measurement:
Time.

Geometry:
Properties of Shape.

Measurement:
Mass and Capacity.

SCIENCE

Animals including humans
Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat identify that humans and some other animals have skeletons and muscles for support, protection and movement.

HISTORY

The Roman Empire and its impact on Britain Britain's settlement by Anglo-Saxons and Scots. Raising the Game: Early diversity in Roman Britain. The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of Ancient Egypt.

GEOGRAPHY

Ask and answer geographical questions about the physical and human characteristics of a location. Explain own views about locations, giving reasons. Use maps, atlases, globes and digital/ computer mapping to locate countries and describe features.

R.E

What do Sikh symbols and sayings tell us about Sikh beliefs?
Connect ideas.
Express ideas thoughtfully.
Discuss questions, ideas and points of view.

COMPUTING

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

PSHE/RSE

Recovery curriculum.
Safety.

P.E

Athletics.
Tennis.
Cricket.

MUSIC

Exploring pulse, rhythm, pitch, duration, phrasing etc, through weekly singing assemblies.

M.F.L

Spanish

ART & DESIGN

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DESIGN & TECHNOLOGY

To design, make, evaluate and improve.
Design with purpose by identifying opportunities to design.
Make products by working efficiently (such as by carefully selecting materials).