

# Curriculum Overview



**Year 3**

## English

<p><b>Speaking &amp; Listening</b></p> <ul style="list-style-type: none"> <li>• Give structured descriptions</li> <li>• Participate activity in conversation</li> <li>• Consider &amp; evaluate different viewpoints</li> </ul>	<p><b>Reading</b></p> <ul style="list-style-type: none"> <li>• Use knowledge to read 'exception' words</li> <li>• Read range of fiction &amp; non-fiction</li> <li>• Use dictionaries to check meaning</li> <li>• Prepare poems &amp; plays to perform</li> <li>• Check own understanding of reading</li> <li>• Draw inferences &amp; make predictions</li> <li>• Retrieve &amp; record information from non-fiction books</li> <li>• Discuss reading with others</li> </ul>	<p><b>Writing</b></p> <ul style="list-style-type: none"> <li>• Use prefixes &amp; suffixes in spelling</li> <li>• Use dictionary to confirm spellings</li> <li>• Write simple dictated sentences</li> <li>• Use handwriting joins appropriately</li> <li>• Plan to write based on familiar forms</li> <li>• Rehearse sentences orally for writing</li> <li>• Use varied rich vocabulary</li> <li>• Create simple settings &amp; plot</li> <li>• Assess effectiveness of own and others' writing</li> </ul>	<p><b>Grammar</b></p> <ul style="list-style-type: none"> <li>• Use range of conjunctions</li> <li>• Use perfect tense</li> <li>• Use range of nouns &amp; pronouns</li> <li>• Use time connectives</li> <li>• Introduce speech punctuation</li> <li>• Know language of clauses</li> </ul>
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## Mathematics

<p><b>Number/Calculation</b></p> <ul style="list-style-type: none"> <li>• Learn 3, 4 &amp; 8x tables</li> <li>• Secure place value to 100</li> <li>• Mentally add &amp; subtract units, tens or hundreds to numbers of up to 3 digits</li> <li>• Written column addition &amp; subtraction</li> <li>• Solve number problems, including multiplication &amp; simple division and missing number problems</li> <li>• Use commutativity to help calculations</li> </ul>	<p><b>Geometry &amp; Measures</b></p> <ul style="list-style-type: none"> <li>• Measure &amp; calculate with metric measures</li> <li>• Measure simple perimeter</li> <li>• Add/subtract using money in context</li> <li>• Use Roman numerals up to XII; tell time</li> <li>• Calculate using simple time problems</li> <li>• Draw 2-d / Make 3-d shapes</li> <li>• Identify and use right angles</li> <li>• Identify horizontal, vertical, perpendicular and parallel lines</li> </ul>	<p><b>Fractions &amp; decimals</b></p> <ul style="list-style-type: none"> <li>• Use &amp; count in tenths</li> <li>• Recognise, find &amp; write fractions</li> <li>• Recognise some equivalent fractions</li> <li>• Add/subtract fractions up to &lt;1</li> <li>• Order fractions with common denominator</li> </ul>
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## Other Areas of the Curriculum

<p><b>Autumn</b></p>	<p><b>Passing Of Time</b>  <i>What was the greatest Ancient Egyptian achievement?</i>  <i>Characters – Howard Carter &amp; King Tut</i>  <i>Key – Egyptian Activity Day</i>  <i>Lock – Egyptian Museum</i>  <i>Literacy</i>  <i>Fiction – story;</i>  <i>Non-fiction – report.</i></p> <p><b>Focus</b>  <u>History</u> - the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and Ancient Egypt</p> <p><b>Secondary</b>  <u>Geography</u> – Locational knowledge – locate Great Britain, France and Egypt on a variety of different maps  - Human and physical geography – what is Egypt like now? - describe and understand key aspects of: - physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle; - human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water  <u>Art</u> – Egyptian Painting and Tomb Walls  <u>DT</u> – Egypt boats  <u>Music</u> – Tutankhamun!  <u>PE</u> – Games/Swimming &amp; Dance  House Competitive Sport – football  <u>RE</u> – Moses; Harvest</p>
<p><b>Spring</b></p>	<p><b>Technological</b>  <i>Which invention changed the world?</i>  <i>Characters – William Tritton</i>  <i>Key – Magna</i>  <i>Lock – Trip to the Cathedral</i>  <i>Literacy</i>  <i>Fiction – story;</i>  <i>Non-fiction – instructions.</i></p> <p><b>Focus</b>  <u>Numeracy</u> – measurement – length  - fractions  - handling data  -2D &amp; 3D shape  <u>DT</u> – Design - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups  - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design  Make - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately  - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities  Evaluate - investigate and analyse a range of existing products  - evaluate their ideas and products against their own design criteria and consider the views of</p>

	<p>others to improve their work</p> <ul style="list-style-type: none"> <li>- understand how key events and individuals in design and technology have helped shape the world</li> <li>- Technical knowledge - apply their understanding of how to strengthen, stiffen and reinforce more complex structures</li> <li>- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</li> <li>- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> <li>- apply their understanding of computing to program, monitor and control their products.</li> </ul> <p><u>Science</u> – Y3 Forces &amp; Magnets, Light; Y4 Electricity, Sound</p> <p><b>Secondary</b></p> <p><u>Art</u> – Drawing</p> <p><u>Music</u> – Rocking all over the world &amp; the ocarina</p> <p><u>PE</u> – Games &amp; Gym</p> <p>House Competitive Sport – dodgeball</p> <p><u>RE</u> – Symbolism in Worship at the Cathedral; Easter</p>
<b>Summer</b>	<p><b>Ecological</b></p> <p><i>How we improve life on Earth?</i></p> <p><i>Characters – David Attenborough</i></p> <p><i>Key – Trip to Hill Holt Wood / Mrs Patel (Indian Penpals)</i></p> <p><i>Lock – Open Garden</i></p> <p><i>Literacy</i></p> <ul style="list-style-type: none"> <li><i>Fiction – poetry;</i></li> <li><i>Non-fiction – explanation.</i></li> </ul> <p><b>Focus</b></p> <p><u>Science</u> – Y3 Plants, Rocks; Y4 Living Things, Animals, States Of Matter</p> <p><u>RE</u> – Beautiful World, Wonderful God!</p> <p><u>DT</u> – cooking</p> <p><b>Secondary</b></p> <p><u>Art</u> – Sculpture</p> <p><u>Music</u> – Every inch of our planet is home</p> <p><u>PE</u> – Games &amp; Athletics</p> <p>House Competitive Sport – rounders</p> <p><u>RE</u> – Hindu beliefs and lifestyle</p>