

Year 3

English

Reading

- Use knowledge to read 'exception' words
- Read range of fiction & non-fiction
- Use dictionaries to check meaning
- Prepare poems & plays to perform
- Check own understanding of reading
- Draw inferences & make predictions
- Retrieve & record information from non-fiction books
- Discuss reading with others

Writing

- Use prefixes & suffixes in spelling
- Use dictionary to confirm spellings
- Write simple dictated sentences
- Use handwriting joins appropriately
- Plan to write based on familiar forms
- Rehearse sentences orally for writing
- Use varied rich vocabulary
- Create simple settings & plot
- Assess effectiveness of own and others' writing

Vocabulary- see plans

Grammar

- Use range of conjunctions
- Use perfect tense
- Use range of nouns & pronouns
- Use time connectives
- Introduce speech punctuation
- Know language of clauses

Speaking & Listening

- Give structured descriptions
- Participate activity in conversation
- Consider & evaluate different viewpoints

Art & Design

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers in history

These skills have been linked the creative curriculum under the following topics – Cycle 1 Autumn Stone Age to Iron Age, Spring James and the Giant Peach and Summer Tudors
Cycle 2 Autumn Walk Like an Egyptian/ Polar Express, Spring A South American Adventure and Summer The Roman Empire

Computing

- Design, write and debug programs, including solving problems (Tudors, James and the Giant Peach)
- Use sequence, selection, and repetition in programs (What A Wonderful World)
- Use logical reasoning (James and the Giant Peach....,)
- Understand computer networks (The Roman Empire)
- Use search technologies effectively (Tudors, The Roman Empire)
- Select, use and combine a variety of software, including collecting, analysing, evaluating and presenting data
- Use technology safely, respectfully and responsibly –E-safety (Walk Like An Egyptian)

E-Safety

Design & Technology

- Use research & design criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Select & use a range of tools, equipment, materials and components
- Evaluate existing products & improve own work
- Use mechanical systems in own work
 - Understand seasonality; prepare & cook dishes

History

- Britain's settlement by Anglo-Saxons and Scots (Stone Age and Iron Age)
- Changes in Britain from the Stone Age to the Iron Age (Stone Age and Iron Age)
- Britain and the wider world during Tudor times (Tudors)
- The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study (Walk Like An Egyptian)
- The Roman Empire and its impact on Britain (The Roman Empire)

Mathematics

Number/Calculation

- Learn 3, 4 & 8x tables
- Secure place value to 100
- Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits
- Written column addition & subtraction
- Solve number problems, including multiplication & simple division and missing number problems
- Use commutativity to help

Geometry & Measures

- Measure & calculate with metric measures
- Measure simple perimeter
- Add/subtract using money in context
- Use Roman numerals up to XII; tell time
- Calculate using simple time problems
- Draw 2-d / Make 3-d shapes
- Identify and use right angles
- Identify horizontal, vertical,

Fractions

- Use & count in tenths
- Recognise, find & write fractions
- Recognise some equivalent fractions
- Add/subtract fractions up to <1
- Order fractions with common denominator

Data

- Interpret bar charts & pictograms

Modern Languages

- Listen and engage
- Explore language through songs and rhymes
- Ask and answer questions
- Speak in sentences, using familiar vocabulary
- Develop accurate pronunciation and intonation
- Present ideas and information orally
- Read carefully and show understanding
- Appreciate stories, songs, poems and rhymes
- Broaden their vocabulary
- Write phrases from memory,
- Describe people, places, things and actions
- Understand basic grammar

Languages

Music

- Play and perform using their voices and musical instruments
- Improvise and compose music for a range of purposes
 - Listen with attention to detail
 - Use and understand staff and other musical notations
 - Appreciate and understand a wide range of live and recorded music drawn from different traditions and from great composers and musicians
- Develop an understanding of the history of music.

Covered by Charanga

Science

Working Scientifically

- Autumn 1 & 2: Rocks/Forces and Magnets
- Spring 1 & 2: Animals including humans/Child led investigations
 - Asking simple Qs
 - Observing
 - Simple tests
 - Identifying and classifying
 - Using observations/ideas to suggest answers
 - Gathering and recording data
- Summer 1 & 2: Plants and Light

Geography

- 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 (Stone Age and Iron Age)
- Place knowledge - not local (Stone Age and Iron Age, Tudors, James and the Giant Peach)
- Compass and map work (Tudors, and The Roman Empire)
- Locate world countries (Tudors)
- Physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes. (Tudors, Walk Like An Egyptian)
- Field work (James and the Giant Peach)
- An environmental issue caused by a change in the environment and attempts to manage the environment sustainably (James and the Giant Peach)

Year 3 will be studying French using the Rigolo scheme

Physical Education

- Use running, jumping, catching, throwing and in combination.
- Play competitive games – enjoy collaborating and communicating with each other.
 - Apply basic principles for attacking and defending.
- Take part in outdoor adventurous activities (Residential)
- Develop flexibility, strength, technique, control and balance
- Perform dances using a range of movement patterns
- Compare their performances and demonstrate improvement Covered by the REAL PE Scheme of work and PPA cover

Religious Education

- Recognise that some questions about life are difficult to answer
- Investigate and describe how sources of inspiration and influence make a difference to themselves and others
- Apply ideas and reflections to issues raised by religion and belief in the context of their own and others' lives
- Suggest what might happen as a result of their own and others' attitudes and actions
- Suggest answers to some questions raised by the study of religions and beliefs
- These key skills are covered in the key "Big ideas" of the phase:- God as Trinity, Jesus Christ, The Bible, The Church, Christmas, Easter. Additional themes include:- Christianity, Judaism, Sikhism and Comparative.

Learning for Life

Friendship; Life Bus; Journeys taken in life; Hygiene and Medication/ Drugs; Nutrition; Feelings; Different kinds of Families; Bullying; Change; Staying Safe; Life skills-using money; E- Safety