Year 3 Curriculum

Subject	Autumn	Spring	Summer
	Place value	Multiplication and division	Fractions
Maths.			
	Addition and subtraction to 1000	Length and perimeter	Money
	Multiplication and division (3s, 4s,	Fractions	Time
	8s)	Mass and capacity	Shape
			Statistics
			ICT Programming link – Sprites
English -	Dick King Smith	The Ancient Egypt Sleepover.	The Otter who wanted to know.
reading	1.The Hodgeheg	(History)	
	3.The Queen's Nose	, 3,	Nim's Island. (Geography)
English -	Narrative	Non-chronological report	Persuasion
writing	Settings and Characters	subheadings	Leaflets
witting		Saurieannigs	Leagueus
	Poetry	D: 1	N. C.
	Kennings	Biography	Narrative
	Haikus	subheadings	Settings and character
	<u>Playscripts</u>		
	(Christmas link)		
	Non-fiction reading texts linked to hi	istory/geography/science	•
	Write instructions linked to history/g	eography/science/art/DT	
Science	Animals including humans	Rocks and soils	Plants
Colorico	Light	Forces and magnets	1 60 63
Histom			The Maugne (Non Furgregay)
History	Changes from the Stone Age to the Iron Age (Britain)	Ancient Egypt (Early Civilisation)	The Mayans (Non-European)
Geography	Geographical skills and fieldwork	Locational Knowledge	Human and physical
о сосу, арму	Fieldwork in the local area (school	The UK – name and locate	- Land use in the UK
	and village) using 8 points of a	counties and cities.	- Settlements
		Courties and cides.	
	compass. Create sketch maps,		- Comparing the local area
	plans, surveys and graphs.		with a coastal town e.g.
			Bridlington
Computing	Computing systems and networks	<u>Programming</u>	<u>Creating media</u>
	Connecting computers	Sequencing sounds (Scratch)	Desktop publishing (using
	(School network – server, switch	Data and information	templates for magazines etc)
	and wireless access points)	Branching databases (j2e and	ENGLISH LINK – Persuasive
	Internet safety	ncce.io/minibtree)	writing link – leaflets.
	Creating media	INTRODUCTION TO Y4 SCIENCE	<u>Programmina</u>
	Stop frame animation_(iMotion	(Liwing things)	Events and actions in programmes
		(Lwaig dailys)	
Α.,	App)		(Move Sprites)
Art	Painting	Collage – overlapping and	Sketchbooks
	Impressionist Art	tessellating	Drawing – portraits with an
	-Monet and VanGogh	-Picasso and M.C. Escher	awareness of proportion
DT	Food – Design	Mechanisms – Evaluation	Shell structures – Making
	Understand how a variety of	(Shadufs)	(History link – houses)
	ingredients are grown, reared,	Using gears and pulleys	
	caught and processed	g gg-	
RE	Remembering	Founders of faith	Sacred places
	(Why remember?)	(Who, what and when?)	(What is sacred?)
Musi-			, ,
Music	R& B	Reggae	Disco
	Instrumental skills - glockenspiels	Music from around the world	Classical
French	Greetings	Colours	Use I would like
	e.g.Hello/Goodbye/Yes/No	Opinions e.g. I like/I don't like	Use more
	Classroom instructions	Word order of adjectives e.g. the	Numbers 1-15
	Animals	green frog	Days of the week
	Numbers 1-5 (speaking, reading,	Read The Enormous Turnip	
	writing)	Numbers 1-10 (Speaking/	Research Paris
	He/she		Neseura i arus
		reading/writing)	
	Saying 'My name is'	Use numbers 1-10 to + and -	
	Retelling a story (from memory)	Use J'ai (I have) and ages	
PE	Outdoor and adventurous	Dynamic dance	Football
	Bootcamp	Swimming	Young Olympians
PSCHE	Being me in my world	Dreams and goals	Relationships
	Celebrating difference	Healthy me	Changing me
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