

YEAR 3 CURRICULUM

Year 3

Autumn		Spring		Summer	
English Writing					
Poetry Free verse Onomatopoeia Personification Alliteration	Poetry Limericks	Poetry Free verse	Poetry Haiku, Tanka, Kennings	Poetry Free verse Magic box	Poetry Take one poet (Performance poems)
Narrative Aesop's Fables Fable – with a moral	Narrative Aesop's Fables Setting	Narrative The Three Billy Goats Gruff Traditional tales-Fairy tales Different characters perspective	Narrative Play Based on Year 3-4 play	Narrative The Tunnel Adventure stories (plot)	Narrative The Snow Dragon Adventure stories
Non fiction Report Animals (link to fables) Link to prehistoric beasts	Non fiction Instructions How to catch a troll How to make a sandwich – link to DT	Non fiction Explanation Of a process Link to Science (fiction)	Non fiction Recount Newspaper recount of an unfolding event(link to History) – Bronze Age	Non fiction Persuasive Advert	Non fiction Persuasive Letter
Terminology Punctuation Grammar Fronted adverbials Subordinate clauses Paragraphs Conjunctions Direct speech Speech marks (inverted commas) Sub-headings	Terminology Punctuation Grammar Prepositions (before, after during, in, because of) Adverbials of place and time	Terminology Punctuation Grammar Possessive Apostrophes Present perfect form of verbs instead of simple past	Terminology Punctuation Grammar Consonant Vowel Conjunctions (when, if because, although) 'an' for 'a' Adverbs (then, next, soon, therefore) Headings	Terminology Punctuation Grammar Prefixes (super, anti, auto)	Terminology Punctuation Grammar Word families based on common words (solve, solution, dissolve, insoluble)
Numeracy					
<ul style="list-style-type: none"> • Add or subtract mentally 1 & 2 digit numbers • Read, write & order whole numbers to at least 1000 & position them on a number 	<ul style="list-style-type: none"> • Sums & differences of multiples of 10s & number pairs that total 100 or over • Develop & use written methods to record addition & 	<ul style="list-style-type: none"> • Relate 2D & 3D solids to drawings of them, describe, visualise, classify, draw & make shapes • Draw & complete shapes with 			

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line

- Partition 3 digit numbers into 100s, 10s & units (revisit)
- Derive & recall multiplication facts for 2, 3, 4, 5, 6 & 10 times tables & recognise multiples of 2, 5 & 10 up to 1000
- Recall & use multiplication & division facts for 3, 4 & 8 times table
- Multiply 1 & 2 digit numbers by 10 & 100 and describe the effect
- Use knowledge of number operations & corresponding inverses, including doubling & halving to estimate & check calculations
- Follow lines of enquiry by deciding what information is important, make and use lists, tables and graphs to organise & interpret data
- Read the time on a 12 hour digital clock & to the nearest 5 minutes in an analogue clock & roman numerals. Calculate time intervals and find start or end times given a time interval. Use am & pm
- Know seconds, minutes, days & months
- Use ICT to create simple bar charts
- Solve problems using missing number
- Estimate answer & use inverse to check operations

subtraction of 2 & 3 digit numbers. Teach column method

- Round 2 & 3 digit numbers to the nearest 10 or 100 & use this to give estimates for sums & differences
- Use practical & informal written methods to multiply & divide 2 digit numbers & round remainders depending on the context.
- Multiplication & division problems
- Read & write proper fractions interpreting the denominator as parts of the whole & the numerator as the number of parts
- Count up & down in tenths
- Identify & estimate fractions of shapes & use diagrams to compare fractions & establish equivalents
- Know the relationships between km & m, m & cm, kg & g, l & ml & choose & use appropriate units to estimate, measure & record measurements
- Measure perimeter of 2D shapes
- Read, to the nearest division & half division, scales that are numbered or partially numbered, use the information to measure and draw to a suitable degree of accuracy
- Read & estimate time to nearest minute
- Compare time in seconds, minutes & hours
- Compare duration of events

reflective symmetry, draw the reflection of a shape in a mirror line along one side

- Use a set square to draw right angles & identify right angles in 2D shapes, compare angles with a right angle & recognise that a straight line is equivalent to two right angles
- Description of a turn to $>$ or $<$ a right angle
- Solve 1 & 2 step problems involving numbers, money or measures & time, choosing & carrying out appropriate calculations
- Describe & explain methods & solutions to puzzles & problems, orally & in writing using pictures diagrams & where appropriate using \pounds notation or units of measure
- Identify patterns & relationships involving numbers or shapes & use these to solve problems
- Answer questions by collecting, organising & interpreting data, use tally charts, frequency tables, pictograms & bar charts to represent results & illustrate observations. Solve problems linked to data
- Add & subtract fractions with the same denominator
- Compare & order unit fractions & fractions with same denominator

- Rocks
- Animals including humans
- Nutrition

Science

- Animals including humans: skeletons, muscles and movement
- Forces and magnets

- Lights
- Plants

History

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- Stone Age
- Bronze Age
- Iron Age

Geography

- Europe- France
- Canada – French speaking
- Environmental regions
- Human/physical characteristics
- Counties and cities of UK
- OS maps of UK
- Capitol/major cities

Art

- To create sketch books to record their observations and use them to review and revisit ideas .
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].
- Great artists, architects and designers in history.
- Observational drawing
- Cave paintings
- Investigating pattern
- Bronze age beakers
- Portraying relationships
- Weaving (link Iron Age)

D&T

- A variety of creative and practical activities.
- Pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.
- Work in a range of relevant contexts - home, school, leisure, culture, enterprise, industry, wider environment.
- Sandwich snacks
- Morning monsters
- Photo frames

ICT

- Bringing images to life
- Developing communication
- Keeping informed

PE/Gymnastics/Dance

- Use running, jumping, catching, and throwing in isolation and in combination
- Play competitive games (modify) e.g. basketball, netball, cricket, football, hockey, rounders, tennis
- Develop flexibility and control in gymnastics, dance and athletics
- Compare performance to achieve personal bests
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RE

- Christianity and Islam
- Ways of describing God
- Christmas
- Stories of authority
- Lent and Easter
- The influence of rules on actions
- Special places

Music

- Violin
- Listening and appraising
- Exploring descriptive sounds
- Violin
- Rhythmic patterns
- Performance singing
- Violin
- Singing and appraising

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PHSE

- New beginnings
- Getting on and falling out
- Dangers of alcohol responsibility
- Going for goals
- Good to be me
- Self-respect and friendship
- Making the most of our abilities
- Relationships
- Changes
- Different sorts of families

French

- Listen and engage
- Ask and answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words and phrases
- Appreciate stories/songs/poems/rhymes
- Broaden vocabulary