

Year 3 Curriculum Overview 2017-2018

	Autumn	Spring	Summer
English	<p>Autumn 1:</p> <p>'The Storm Unicorn' Non Chronological Reports (3/4 weeks) Write an non-chronological report, focusing on formal writing style</p> <p>'The Night Adventure' Suspense tale (3/4 weeks)</p> <p>Autumn 2:</p> <p>'Elf Road' (portal story)</p> <p>My World Poetry (2 weeks) Vocabulary building Read, write and perform free verse</p>	<p>Spring 1:</p> <p>The Fox and the Raven Fables (3 weeks) Write a new fable to convey a moral.</p> <p>Kew Gardens Persuasion (3 weeks) Writing to persuade</p> <p>Spring 2:</p> <p>The Tunnel Adventure (3 weeks) Write an adventure story, focusing on plot</p> <p>'Why Dragons are extinct' Writing to explain (3 weeks)</p>	<p>Summer 1: FaRther Stories with historical settings (5 weeks) Setting</p> <p>The Candle Flame Poetry (2/3 weeks) Vocabulary building</p> <p>Summer 2:</p> <p>'Midas' A wishing tale (characterisation) (4 weeks)</p> <p>Poetry 'Colour Reunion' (2/3 weeks)</p> <p>TBC: Grammar (1 week)</p>
Maths	Reasoning within 100 Multiplication and division	Using 10s, 100s and 1000s to multiply and divide large numbers	6 & 8 times tables Length and perimeter

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	<p>word problems Time: analogue, digital and finding how long 3 digit number 4 digit number Word problems – addition and subtraction with up to 4 digits</p>	<p>Graphs Fractions Length and perimeter</p>	<p>(Length), weight & volume 7 & 9 times tables Exploring calculation strategies Angles and shape</p>
Science	<p>Light</p> <p>Animals, including humans</p>	<p>Plants</p> <p>Scientific Investigations</p>	<p>Forces and magnets</p> <p>Rocks and soils</p>
Computing	<p>John Chippenhall Year 3 unit 1: Algorithms – using Scratch</p> <p>Switched on Computing – Unit 1: Programming an animation</p>	<p>Switched on Computing – unit 3: Video performance</p> <p>Espresso Coding unit 3a: Sequence and animation</p>	<p>Switched on Computing – Unit 4: Exploring computer networks, including the internet</p> <p>Switched on Computing – Unit 6: Collecting and analysing data</p>
History	<p>Local History – famous people from Slough A local history study</p>	<p>The Shang Dynasty of China Achievements of the Early Civilisations</p>	<p>Stone Age to Iron Age Changes in Britain from the Stone Age to the Iron Age</p>
Geography	<p>The United Kingdom Slough</p>	<p>Deserts- Artic and hot salt plains Place Knowledge: Understand geographical similarities and difference through a study of human and physical geography of region of the United Kingdom and a region in a European country.</p>	<p>Geographical skills: use maps, atlases, globes and digital computer mapping to locate countries and describe features studied.</p> <p>Human and physical geography: Describe and understand key aspects of: physical geography, including climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes and the water cycle.</p>

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French	Topics Classroom instructions Greetings Animals Colours Saying name and age Numbers 1-15 Simple opinions Days of the week	Grammar & Language structures Gender High frequency verbs (j'ai, je suis, j'adore, je déteste, je voudrais) Voici Definite and indefinite articles (le,la,les,un,une) C'est	Contexts and Themes In the pet shop story Jungle story Aliens story Enormous turnip story Aladdin story Hare the tortoise story
RE	Hinduism: Would celebrating Diwali at home and in the community bring a feeling of belonging to a Hindu child? Christianity: Has Christmas lost its true meaning?	Christianity: Could Jesus really heal people? Were those miracles or is there some other explanation? Christianity: What is 'good' about Good Friday?	Hinduism: How can Brahman be everywhere and in everything? Hinduism: Would visiting the River Ganges feel special to a non-Hindu?
Music	Skill development Recall sounds with increasing aural memory, use their voices with increasing accuracy, fluency, control and expression Singing songs Listen to and understand music composed by great composers Recorders Have the opportunity to learn a musical instrument	Ostinati Play and perform in ensemble contexts- maintaining a rhythmic part. Explore different rhythms and ostinato patterns (duration). Experiment and combine sounds to create different textures Recorders Have the opportunity to learn a musical instrument	Pentatonic scale Appreciate music from different traditions (Indonesia, China etc). Explore how music is created- pitch and texture. Improvise and compose music- experimenting with pitches of pentatonic scale and maintaining a pitched part as part of a performance Singing songs Recorders

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	<p>Play and perform in ensemble contexts with increasing accuracy, fluency and control. Use and understand staff notation</p>	<p>Play and perform in ensemble contexts with increasing accuracy, fluency and control. Use and understand staff notation.</p>	<p>Playing musical instruments (pitched instruments) with increasing accuracy, fluency and control. Performing in ensemble contexts.</p>
PE	<p>Futsal Passing (all techniques) Shooting (all techniques) Control (head, chest, thigh, feet) Team work/cohesion Tactics Game Rules All learning points aim to assist in the FA schools league, national tournament events</p> <p>Tag Rugby Game Rules Passing backwards and to the side Tagging Positioning Team Work/Cohesion Tactics</p> <p>Fitness Name and function of muscles (heart, lungs) Healthy eating Skeletal structure</p>	<p>Netball Passing / Dribbling / Shooting Team work/cohesion Game situations / Tactics Footwork</p> <p>Tennis Game rules How to hold racket Serving Forehand / Backhand Movement / Tactics</p> <p>Gymnastics Create and perform fluent sequences on the floor and using apparatus Include variations in level, speed and direction in their sequences</p> <p>Dance Create and perform dances using a range of movement patterns, including those from different times, places and cultures</p>	<p>Swimming – Y3 (spread throughout whole year due to 4 classes) Safety in and around the pool How to swim backwards and front crawl Floating Advanced swimmers do some underwater work Jumping in pool and rising to surface safely</p> <p>Football Passing (all techniques) Shooting (all techniques) Control (head, chest, thigh, feet) Heading / Dribbling Attacking / Defending Positioning / Game situations Team work/cohesion Goalkeeping Tactics / Game Rules</p> <p>Basketball Passing / Dribbling / Shooting Lay ups</p>

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	<p>Importance of exercise Partner work (motivational help) Learning points to assist in fitness tests</p> <p>Dodgeball Game rules Tactics Movement and agility Teamwork Throwing techniques</p>	<p>Respond to a range of stimuli and accompaniment.</p>	<p>Movement / Positioning Team work/cohesion</p> <p>Softball Game rules Striking Fielding Tactics Team work/cohesion</p> <p>Athletics Sprints Relay races Throwing skills</p>
<p>Art and Design</p>	<p>DRAWING To create sketchbooks to record their observations and use them to review and revisit ideas To explore the form- draw both the positive and negative shapes i.e. draw both the outline of the object and the shapes it creates within it. Experiment with different media to create line, pattern and texture using pen, pencil, charcoal To improve their mastery of art and design techniques in drawing with a range of materials develop control of line and pattern through drawing with pencil and pen</p>	<p>PAINTING To improve their mastery of art and design techniques in painting with a range of materials Make colour wheels to show primary and secondary colours. Introduce different types of brushes for specific purposes. Begin to apply colour using dotting, scratching, splashing to imitate an artist. Pointillism – control over coloured dots, so tone and shading is evident. To develop and experiment with different techniques</p>	<p>3D ART/ SCULPTURE To improve their mastery of art and design techniques in sculpture using a range of materials Plan, design and evaluate Manipulate clay into thumb pots, coil pots Make simple joins by manipulating modelling material</p> <p>To know about great designers in history. Evaluate and analyse creative works using the language of art, craft and design</p> <p>E.g. Henry Moore</p>

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	Monet- The Gare Saint Lazare	To know about great artists in history. Evaluate and analyse creative works using the language of art, craft and design Eg. Cezanne, Seurat, Georges Lemmon- pointillism	
DT	Train Station [Working Points System] Safe Food Preparation	Nomadic String Puppets Moroccan Dishes	Stonehenge Model / Caveman Types Of Cooking [Boiling, Baking etc.]
PSHE	Being me in my world. Celebrating differences.	Dreams and goals. Healthy Me.	Relationships. Changing me.