

Year 3 Curriculum Overview Autumn Term

ENGLISH

Text work:

- To compare a range of story settings and develop a range of settings in own stories.
- To distinguish fact from fiction and make notes after interviewing a person.
- To read, prepare, present and write own play scripts.

Grammar:

- Verbs, past tense and proper nouns.

Punctuation:

- Secure knowledge of question marks and introduce the rules of direct speech.

Spelling:

- "Adding "ing" to verbs and revision of "ai" "air" and "i-e" and "igh".

Text work:

- Story writing using the Story chest as a stimulus.
- Non-chronological reports with a focus on locating information and writing own reports.
- Poems based on the senses.
- Introducing simile and metaphor: Poetry shape. Analysing and writing their own.

Grammar:

- Verbs and compound nouns.

Punctuation:

- The rules of direct speech.

Spelling:

- "le" pattern and revision of the vowel diagraphs "ow" "ay" and "a-e".

MATHEMATICS

- Numbers to 1000: number names, ordinal numbers, sequence to 1000, counting in twos, threes, fours and fives.
- To count on and back in 10s and 100s from any given 2- or 3-digit number.
- To compare numbers using greater than $<$ and less than $>$.
- Addition to 100. Subtraction to 100.
- Money: To record pounds and pence. To make totals using one- and two-pound coins.
- Length: km, m, cm. To measure accurately with a ruler.
- Perimeter: To measure the perimeter of a polygon.
- 2D shape: Classify and describe 2D shapes.
- 3D shape: Classify and describe 3D shapes.
- Understand multiplication as repeated division, 2, 3-, 4-, 5- and 10-times tables.
- Understand division as repeated subtraction.
- To use bar modelling to solve and create reasoning problems involving division.
- Dividing by 2, 5 and 10.
- Fractions: Halves and quarters. To recognise fractions of shapes and numbers. To compare and order fractions using representatives. To find amounts and count up and down in tenths. To solve problems involving fractions of amounts.
- Time: The calendar.
- Addition of a 2-digit number and a single digit, ten and a multiple of ten. To be able to add 9,11,21,19 from a given number.
- Subtracting a single digit and a multiple of ten. To be able to subtract 9,11,21,19 from a given number.
- Frequency tables: Bar charts.

SCIENCE

Teeth & Eating

- Safety in the laboratory.
- Different animal diets (carnivores/herbivores/omnivores).
- Food groups.
- Balanced diets.
- Types of teeth and their functions.
- Parts of a tooth.
- Looking after our teeth.
- Teeth in animals (carnivores & herbivores).
- Egg shell investigation

Magnets & Springs

- Magnetic rule
- Identify magnetic and non-magnetic materials
- Draw magnetic force field patterns
- Investigate magnetic strength
- Making & destroying magnets
- Forces in springs and elastic bands

HISTORY

The Celts:

- Timeline of the Celts and Iron Age.
- How the Celts lived: Jobs, Social Hierarchy, Food and Drink, Clothes and Jewellery.
- A Celtic Roundhouse.
- Hillforts,
- Celtic beliefs, religion, Gods and festivals.
- Tribes and Strongholds.
- Everyday life in Celtic times.
- Celtic Art.
- Visit to Celtic Harmony.

GEOGRAPHY

- Topic Page design for Map Work and North America topic.
- To draw a route of a familiar journey and give instructions.
- To read and understand a simple map
- To use and understand 4 figure grid references/co-ordinates.
- Name and locate the countries and cities of the United Kingdom
- Name and locate countries and oceans
- Basic Map Reading.
- Mapping Symbols and legends.
- Compass directions.
- Understand scale on a map.
- A focused study on North America including countries and animals.

FRENCH

- Basic facts about French culture and where French is spoken: food and festivals.
- Map of France and location of main cities.
- Greetings: Good morning! – Hi! – My name is... - How are you? I'm well; I'm not well; So-so - Goodbye – See you later.
- Numbers 1-10.
- 10 Colours.
- 10 animals with determiner and verb 'I am'.
- Christmas.

RE

- The call of Abraham.
- Abraham and Lot.
- The birth of Isaac.

- The sacrifice of Isaac.
- A wife for Isaac.
- Esau and Jacob.
- Jacob's Ladder.
- Jacob in Haran.
- Jacob comes home.
- Joseph's Dreams.
- Joseph goes to Egypt.
- Joseph in prison.
- Pharaoh's dreams.
- Joseph, ruler of Egypt.
- Joseph's brothers come to Egypt.
- Joseph's silver cup.
- Assessment.

PE

- The children learn transferrable skills for Invasion Games such as how to throw, catch and move with and without the ball.
- They will develop skills in finding space and keeping control of a ball and use a basic court set-up and simple rules to complete tasks.
- There is an opportunity to use a range of different equipment in order to challenge the ability of all the children at an appropriate level.

In Dance the children will learn:

- To improvise freely on their own and with a partner, translating ideas from a stimulus into movement.
- To create motifs and link dance phrases using simple choreographic principles.
- To show an imaginative response to different stimuli through their use of language and choice of movement.

GAMES

- The children begin to learn the basic rules and skills for playing netball or football, such as passing, dribbling and shooting.
- They learn to cooperate with teammates and contribute to a team performance.
- They experience Inter House or competitive fixtures for the first time.

MUSIC

- Treble Clef notation.
- Instruments of the orchestra.
- Note values.
- Study piece: The Nutcracker Suite.
- Elements of music.
- Music Technology.
- Carol concert songs.

DRAMA

- The first half term forms an introduction to Drama proper. Skills such as speaking, listening, vocal dexterity, mime, improvisation and learning by heart are all practised. There is an opportunity for all children to participate in our Harvest Festival presentation.
- The focus in the second half term is preparation for the Christmas Carol Concert. The children will mime the nativity scene to a chosen piece of music.
- A visiting Theatre company will perform for the children and there will be an opportunity for group participation.

ART & DESIGN TECHNOLOGY

- Artist of the term: Seurat
- Theory of drawing a portrait.

- Common Drawing task- Self-portrait
- Designing and Making a Celtic brooch rotational symmetry
- Investigating Patterns

Seasonal work:

- Card
- Calendar

PSHE

Rules (Fundamental British Values)

- The Rule of Law.
- Why we need rules, at home and in the community and in school.
- To become more aware of the rules we have in school.

Internet Safety (Wellbeing)

- Rules to follow- Do not share personal information.
- Where are computers kept at home?
- Who should we report concerns to?

Personal safety

- How to make an emergency call- knowing correct personal information
- Being safe near fireworks.
- Emergency escape route out of house if there is a fire.
- Stop Drop Roll if we catch fire.
- NSPCC. Who can I trust -PANTS

Medicines

- What to keep in a first aid box
- minor injuries

Relationships- Being Safe

- People we can ask for help.
- Using a bicycle/scooter.
- Playing outside safely.
- Green x code applied to bicycles and being a pedestrian.

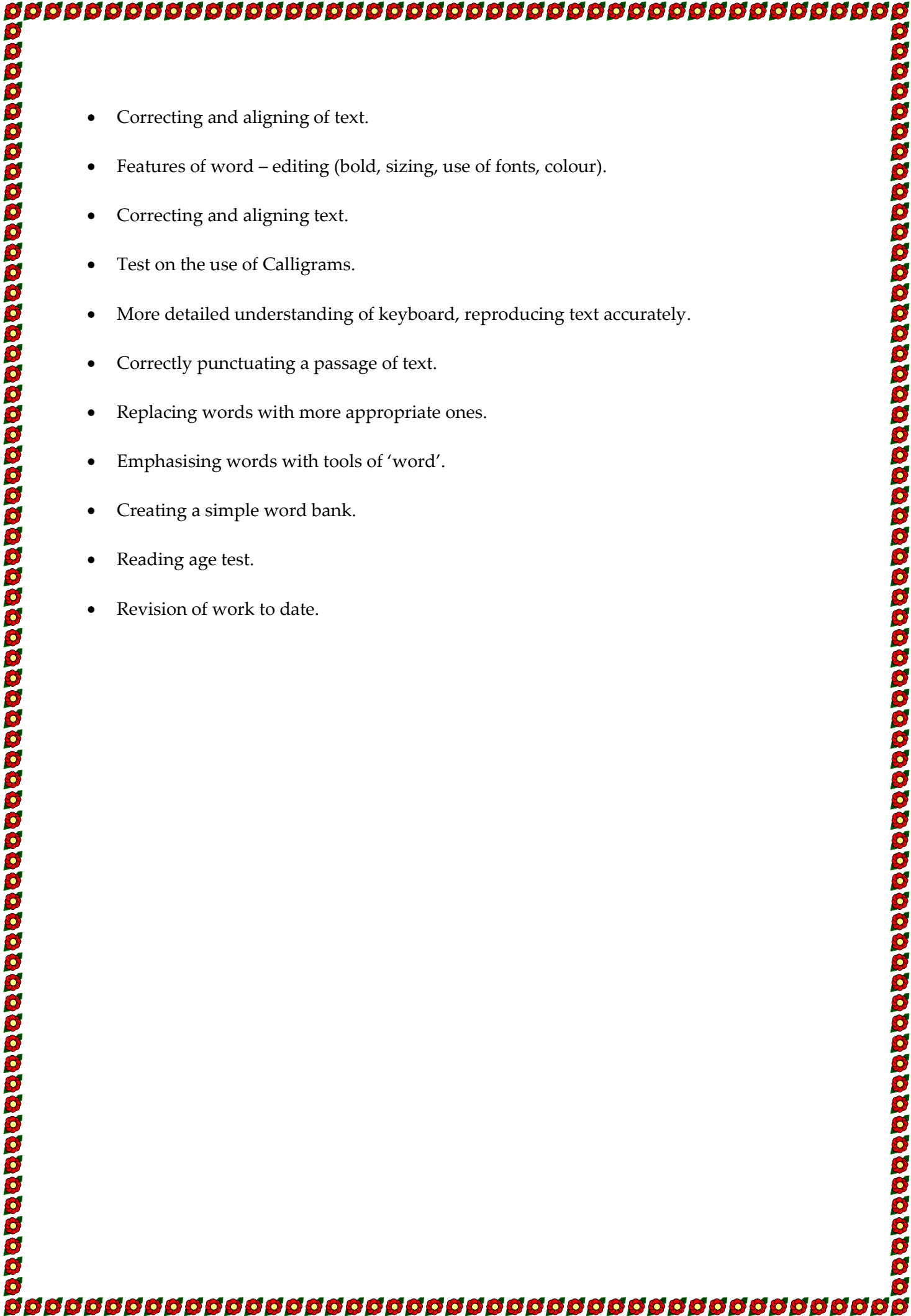
REASONING

To learn and practise skills and techniques relating to the following objectives -

- To list words in alphabetical order.
- To identify letters within words from given clues.
- To form new words.
- To find hidden words.
- To identify compound words.
- To find rhyming words.
- To find antonyms and synonyms.
- To identify relationships between words.
- To find patterns and complete sequences.
- To substitute numbers for letters.
- To find the figure most like the others.
- To solve vertical codes.
- To spot the odd one out.
- To complete the pairs.
- To solve riddles using grids to sort information.
- To think critically.
- To work co-operatively and innovatively.

ICT

- Code of conduct. Internet Safety, including:
To use safe practice online.
Cyber bullying.
Time spent online.
Divulging personal information.
Not all information online accurate or trustworthy.
Recognising risks, harmful contact and how to report them.
Online relationships, stranger danger.
Social media. Chat rooms.
Physical and mental wellbeing.
- Introduction and utilisation of network – logging in procedure.
- Internet safety/dangers on the internet – discussion and research.
- Saving/opening work – following correct algorithm.
- Copying and manipulation of text.
- Features of word – editing (bold, sizing, use of fonts, colour).

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- Correcting and aligning of text.
 - Features of word – editing (bold, sizing, use of fonts, colour).
 - Correcting and aligning text.
 - Test on the use of Calligrams.
 - More detailed understanding of keyboard, reproducing text accurately.
 - Correctly punctuating a passage of text.
 - Replacing words with more appropriate ones.
 - Emphasising words with tools of 'word'.
 - Creating a simple word bank.
 - Reading age test.
 - Revision of work to date.