



## Curriculum overview Year 3

	<i>Autumn 1</i>	<i>Autumn 2</i>	<i>Spring 1</i>	<i>Spring 2</i>	<i>Summer 1</i>	<i>Summer 2</i>
<b>Topic Question</b>	<b>Who were the first Britons?</b>	<b>Why didn't the first Britons stick with stone?</b>	<b>How do I find my way around?</b>	<b>What's Europe like?</b>	<b>What did the Ancient Greeks do for us?</b>	<b>What learning has Cambridge given the world?</b>
<b>Visits</b>	Trees Matter	Wandlebury	Trees Matter		Trees Matter	
<b>Key texts</b>	Stone Age Boy.  How to Wash a Woolly Mammoth.	The Iron Man.	The Village that Vanished.  Pugs of the Frozen North.	Wearwolf club rules – poetry.  Information Texts.	Arthur and the Golden Rope.  Explanation Texts.	Little People Big Dreams – Stephen Hawking Little People Big Dreams – David Attenborough  A.A Milne poetry When we were very young.
<b>ENGLISH</b>	Historical Fiction.  Instructions.	Story Openings.  Newspaper Reports.	Persuasive writing Fiction.  Letters and cards.	Non-chronological reports/Information Texts on a European Country.  Poetry.	Narrative - Myths and Legends.  Explanation – Lifecycle of a plant.	Persuasive Writing – Brochure for Cambridge.  Poetry.
<b>Grammar</b>	Prepositions Adjectives Conjunctions – time Questions & commands	Homophones Fronted adverbials Commas Openers	Paragraphs Inverted commas Present & past tense	Headings and sub headings Word families Adverbs	Subordinate clauses Plurals Openers Conjunctions Inverted commas	Possessive apostrophe Consolidation



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	Statements and exclamations					
<b>MATHS</b>	Place value Addition and subtraction	Addition and subtraction Multiplication and division	Multiplication and division Length and perimeter	Fractions Mass and capacity	Fractions Money	Geometry Time Statistics
<b>SCIENCE</b>	Rocks – classifying and investigating different types of rocks.	Animals including humans – skeletons, muscles and lifecycles.	Forces and Magnets – magnetic fields, poles, forces and investigations.	Forces and Magnets – deeper exploration into forces and investigations.	Plants – lifecycle, what plants need to grow and growing our own plants in an investigation.	Light – what is light? How does it work? What is darkness? Exploring shadows and how they change.
<b>GEOGRAPHY</b>			OS maps Compasses	Physical and human Geography. Weather in different countries. Mediterranean.		Maps of Cambridge Physical Features of Cambridge
<b>HISTORY</b>	Chronological interpretation.  Knowledge and interpretation.	Historical Enquiry.			Historical Enquiry.  Chronological Interpretation.  Knowledge and Interpretation.	Knowledge and Interpretation



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<b>RE</b>	What is it like to follow God? Understanding Christianity	Why do Hindu's want good karma? Emmanuel Project.	What kind of world did Jesus want? Understanding Christianity.	The Holy Trinity. Understanding Christianity.	Why do Muslims call Muhammad the Seal of the Prophets? Emmanuel Project	What symbols and stories help Jewish people remember their covenant with God? Emmanuel Project.
<b>DT</b>		Sewing Stone Age bags.		Researching, designing and building a Science magnetic game.		
<b>ART</b>	Cave paintings – mark making.		European artists – research into them and practice line Van Gogh's line drawing.		Researching, designing and creating Ancient Greek vases.	Researching, designing and creating Ancient Greek vases.
<b>MUSIC</b>	Stories that Sing	Introducing the Beatles	The Simplest Tunes	Playing the Ukulele	The Four Seasons	Revising our music skills from this year
<b>PSHE</b>	Belonging –coping with feelings and who to ask for help.	Family and Friends –how to manage and support friendships .	Personal Safety – how to keep myself safe.	Healthy and Safer Lifestyles – exploring how to eat healthy and stay fit.	My Emotions Relationships Education	Diversity and communities – exploring and respecting our differences as well as discovering different groups in our community.



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<b>PE</b>	Netball	Tennis	Basketball	Quicksticks	Athletics	Athletics
	Gymnastics	Dance	Dance - machines	Gym	Striking Field Games	Rounders
<b>COMPUTING</b>	Computing systems and networks – Connecting computers	Programming – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming – Events and actions in programs	Creating media – Stop frame animation
	Numbers 1-20 Greetings	Christmas Nativity	Classroom Instructions Asking and Giving names	Days of the Week Easter in French – Making pancakes	Colours Months of the Year	Food - Fruit