

Curriculum Overview for Year 3

Reading

- Use knowledge to read 'exception' words.
- Read range of fiction & nonfiction.
- Use dictionaries to check meaning.
- Prepare poems & plays to perform.
- Check own understanding of reading.
- Draw inferences & make predictions. Retrieve & record information
- from non-fiction books. • Discuss reading with others.

• Secure place value to 100.

Written column addition &

Solve number problems,

number problems.

including multiplication &

Use commutativity to help

simple division and missing

Mentally add & subtract units,

tens or hundreds to numbers of

Number and

Calculation

• Learn 3, 4 &

8x tables.

up to 3 digits.

subtraction.

calculations.

Writing

- Use prefixes & suffixes in spelling.
- Use dictionary to confirm spellings.
- Write simple dictated sentences.
- Use handwriting joins appropriately.
- Plan to write based on familiar forms.
- Rehearse sentences orally for writing.
- Use varied rich vocabulary.
- Create simple settings & plot
- Assess effectiveness of own and others' writing.

Grammar

English

- Use a range of conjunctions.
- Use the perfect tense.
- Use range of nouns and pronouns.
- Know the language of clauses.
- Begin to use inverted commas.

Speaking & Listening

- Give structured descriptions.
- Participate actively in discussions.
- Consider and evaluate different viewpoints.

Mathematics

Measures

- Measure & calculate with metric measures.
- Measure simple perimeter.
- Add/subtract using money in
- Use Roman numerals up to XII.
- Analogue and digital time including simple time problems.

Geometry

- Draw 2-d /make 3-d shapes.
- Identify and use right angles.
- Identify horizontal, vertical, perpendicular and parallel lines.

Fractions

- Use & count in tenths.
- Recognise, find & write fractions.
- Recognise some equivalent fractions.
- Add/subtract fractions to <1.
- Order fractions with common denominator.

Statistics

 Interpret bar charts and pictograms.

Art/Design

- Edvard Munch's The Scream and oil pastels.
- Anthony Gormley's Field and clay figures.
- Georges Seurat and pointillism.
- JMW Turner and watercolour landscapes.
- William Morris and printing.

Design & Technology

- Collage.
- Architectural features of historic buildings.

Investigate and analyse different existing products.

Textiles – glove puppets.

Resistant materials – frames.

Junk modelling – river systems.

Clay work – coil pots.

• Create original designs based on prior research.

• Use a variety of tools, equipment and

• Sketching.

materials.

RE

scheme for Year Three.

- Hinduism: concepts, festivals and key sites.
- Christianity: festivals and stories from the New Testament.

PSHE

Follow the *Discovery RE* Follow the *Jigsaw* scheme

of work for Year Three.

- Me in my world.
- Celebrating difference.
- Dreams and goals.
- · Healthy me.
- Relationships.
- · Changing me.

Geography

- Geographical features of the UK.
- Human and physical geographical features.
- Rivers and their role in the water cycle.
- The aquatic and forest biomes.
- Land use, including mapwork.

MFL

Spanish

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

Music

- Children will work with peripatetic specialists from the Music Service to further develop their knowledge, understanding and skills in music.
- Learning to play the cornet.

Science

- Working Scientifically The scientific method.
- Biology

The skeletal and muscular systems. Plant structure and reproduction.

- Chemistry Rocks and soils.
- Physics Forces and magnets. Light and light sources.

History

- Changes in Britain from the Stone Age to the Iron Age, including early settlement, agriculture and economy.
- Early civilisation the Egyptians, including key figures, monuments and the importance of the River Nile.
- Artefacts as historical sources
- The North East of England -Anglo Scottish relations in medieval times and their impact on the landscape.

PE

Including work with the Newcastle United Foundation:

- Commando Joe.
 Invasion games.
- Dance.
- Striking and fielding games.
- Gymnastics.
- Problem-solving games.
- Athletics and fitness.

Computing

- E-safety.
- Communicating online.
- Online research.
- Coding animations.
- Coding sound.
- · Coding project.

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