

Curriculum Overview – Year 3

2023-24

English

- GENRES narrative writing; poetry; dialogues and plays; non-chronological reports.
- GRAMMAR conjunctions; question marks; time connectives; apostrophes for contraction and possession; prepositions; adverbs; adjectives; synonyms; commas; nouns and verbs.

Art and DT

ART

- STONE AGE ART exploring traditional cave drawings, experimenting with mediums to provide an authentic Stone Age look.
- PATTERNS looking at patterns around the world, Greek pottery and collagraph printing.
- PORTRAITS focused on colour theory and Picasso.

.DT

- SMOOTHIES design, create and make a healthy drink.
- HAND PUPPETS sewing felt hand puppets.
- PACKAGIN DESIGN designing and creating cereal packaging.

Science

SCIENCE

- ANIMALS INCLUDING HUMANS eating the right amounts of different food, the range of nutrients that humans need, humans and animals have skeletons and muscles for support, protection and movement.
- LIGHT how we see objects, what causes a shadow, how exposure to sunlight can be harmful, there are factors which affect the size and shape of shadows.
- FORCES how forces can make objects move, speed up, slow down or change direction, compare how things move on different surfaces, how to identify magnetic materials, how to carry out fair tests.
- ROCKS establishing knowledge and understanding of rocks, their relationship to soils and how fossils have formed over time.
- PLANTS the parts of a plant and their functions, what plants need to grow, what plants provide, water transportation, parts of the flower and the function of the roots.

HOME LEARNING

- READING Stage book read aloud at least 5 times a week to an adult and recorded in planner.
- DOODLE MATHS 20 minutes a week
- TOPIC 30 minutes a week and completed on Google Classroom.
- Daily spelling and times table practice on sheet.
- Text available to pre-read on Google Classroom to prepare for English lessons of the upcoming week.

Mathematics

- NUMBER AND PLACE VALUE
- ADDITION AND SUBTRACTION
- MULTIPLICATION AND DIVISION (3,4,8)
- FRACTIONS
- MEASUREMENT (MASS)
- MEASUREMENT (TIME)
- PROPERTIES OF SHAPE

Humanities

HISTORY

- PREHISTORY a study of personal and historical timelines as well as in depth look at Stone Age, Bronze Age and Iron Age Britain including agriculture, art, food, weaponry, religion and lifestyle.
- ANCIENT GREECE a study of key events and people in Ancient Greece and how it influenced modern society.

GEOGRAPHY

- SURREY AND THE UK Understand our local environment. Understand where people live. Compare Surrey to other regions in the country. How their town has changed over time. Research the natural resources that are used in Surrey.
- EUROPE Recap continents and oceans.
 Look a Europe as a continent in detail.
 Compare and contrast Athens and London looking at human and physical geography.

PE & GAMES

- GYMNASTICS jumping, shapes and balancing in a variety of contexts using apparatus to develop flexibility, strength, technique, control and balance. These will be performed in isolation and in sequences.
- DANCE Street Jazz and Cheer Dance
- ATHLETICS Running, skipping, jumping, throwing, relay races and confidence building in preparation for Sports Day.
- OUTDOOR ADVENTURE ACTIVITIES Team and confidence building skills, individual challenges and orienteering.
- MULTI-SKILLS
- NETBALL
- FOOTBALL
- HOCKEY
- CRICKET
- TENNIS
- ROUNDERS

MUSIC

- SIGNS AND SYMBOLS
- REGGAE
- RHYTHM AND BLUES
- ROCK BAND
- PRIMARY ROBINS

Computing

- E-SAFETY- how to stay safe on the internet, who to go to if in need of help.
- CONNECTING COMPUTERSunderstanding digital devices with a focus on inputs, processes and outputs.
- WE ARE ROBOT ENGINEERS Using Blue Bots to create algorithms and sequences.
- DESKTOP PUBLISHING- use desktop publishing software to consider font size and colour, and to type and edit documents
- BRANCHING DATABASES- understanding what a branching database is and how to create one.
- STOP- FRAME ANIMATION- use a range of techniques to create stop-frame animation.
- WE ARE BUG FIXERS- develop strategies for finding errors in programs using Scratch.

TRIPS

OUR TRIPS

- Butser Ancient Farm
- Woking Park
- Wisley Gardens

IDEAS FOR YOU

- THE LIGHTBOX Art
- NATIONAL GALLERY Picasso
- CHERTSEY MUSEUM Prehistory
- BROOKLANDS MUSEUM Forces
- HOCKEY MUSEUM, WOKING Games
- SCIENCE MUSEUM
- LOCAL LIBRARY English
- NATURAL HISTORY MUSEUM

RE

- BEGINNINGS
- WHY ARE PRESENTS GIVEN AT CHRISTMAS?
- THE STORY OF MOSES
- WHAT HAPPENED DURING JESUS' LAST WEEK ON EARTH
- MAKING THE WORLD A FAIRER PLACE
- WHAT DOES IT MEAN TO BE A HINDU?

FRENCH

- MOI (ALL ABOUT ME)
- GAMES AND SONGS
- ANIMALS
- COLOURS
- NUMBERS
- FOODS
- HOBBIES
- STORIES
- DAYS AND MONTHS.

PSHE

- FAMILIES AND PEOPLE WHO CARE FOR ME
- PRIVACY AND PERMISSION
- WHAT IS A HEALTHY LIFESTYLE?
- CITIZENSHIP/ OUR COMMUNITY
- WHAT MAKE A GOOD FRIEND
- THE VALUE OF MONEY