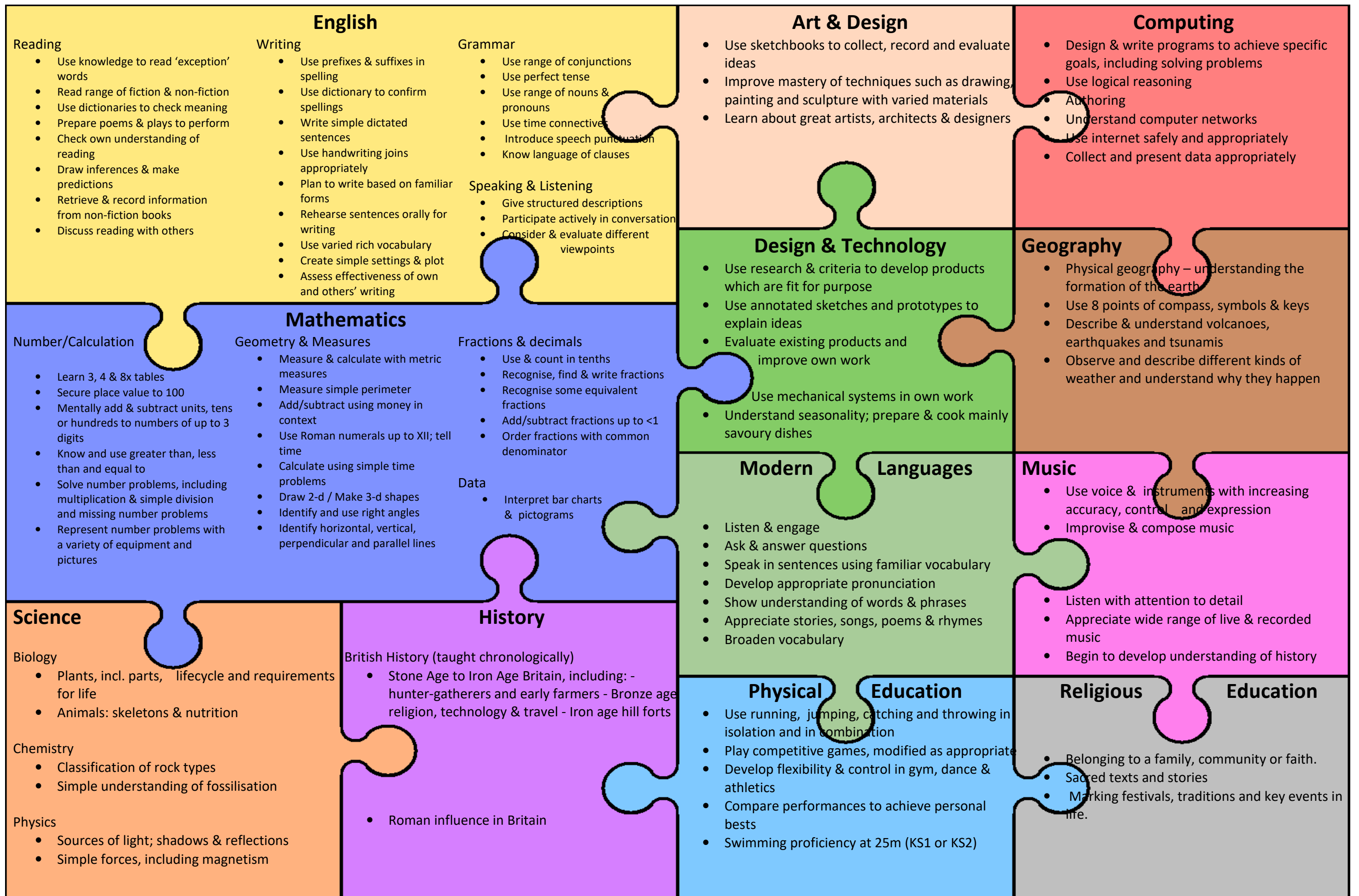


Curriculum Overview for Year 3.



English

- Reading**
- Use knowledge to read 'exception' words
 - Read range of fiction & non-fiction
 - 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
- 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**
- Use range of conjunctions
 - Use perfect tense
 - Use range of nouns & pronouns
 - Use time connectives
 - Introduce speech punctuation
 - Know language of clauses
- Speaking & Listening**
- Give structured descriptions
 - Participate actively in conversation
 - Consider & evaluate different viewpoints

Art & Design

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing

- Design & write programs to achieve specific goals, including solving problems
- Use logical reasoning
- Authoring
- Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

Mathematics

- Number/Calculation**
- Learn 3, 4 & 8x tables
 - Secure place value to 100
 - Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits
 - Know and use greater than, less than and equal to
 - Solve number problems, including multiplication & simple division and missing number problems
 - Represent number problems with a variety of equipment and pictures
- Geometry & Measures**
- Measure & calculate with metric measures
 - Measure simple perimeter
 - Add/subtract using money in context
 - Use Roman numerals up to XII; tell time
 - Calculate using simple time problems
 - Draw 2-d / Make 3-d shapes
 - Identify and use right angles
 - Identify horizontal, vertical, perpendicular and parallel lines
- Fractions & decimals**
- Use & count in tenths
 - Recognise, find & write fractions
 - Recognise some equivalent fractions
 - Add/subtract fractions up to <1
 - Order fractions with common denominator
- Data**
- Interpret bar charts & pictograms

Design & Technology

- Use research & criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Geography

- Physical geography – understanding the formation of the earth
- Use 8 points of compass, symbols & keys
- Describe & understand volcanoes, earthquakes and tsunamis
- Observe and describe different kinds of weather and understand why they happen

Science

- Biology**
- Plants, incl. parts, lifecycle and requirements for life
 - Animals: skeletons & nutrition
- Chemistry**
- Classification of rock types
 - Simple understanding of fossilisation
- Physics**
- Sources of light; shadows & reflections
 - Simple forces, including magnetism

History

- British History (taught chronologically)**
- Stone Age to Iron Age Britain, including: - hunter-gatherers and early farmers - Bronze age religion, technology & travel - Iron age hill forts
 - Roman influence in Britain

Modern Languages

- 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

Languages

Music

- Use voice & instruments with increasing accuracy, control and expression
- Improvise & compose music
- Listen with attention to detail
- Appreciate wide range of live & recorded music
- Begin to develop understanding of history

Physical Education

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Education

Religious Education

- Belonging to a family, community or faith.
- Sacred texts and stories
- Marking festivals, traditions and key events in life.

