

Curriculum Overview for Year 3 Cycle 1

English Art & Design Computing Writing Use sketchbooks to collect, record and evaluate ideas •Design & write programs to achieve specific goals, Reading Grammar Use prefixes & suffixes in spelling including solving problems •Use knowledge to read 'exception' •Use range of conjunctions •Improve mastery of techniques such as drawing, Use dictionary to confirm spellings words •Use perfect tense painting and sculpture with varied materials Use logical reasoning •Read range of fiction & non-fiction •Write simple dictated sentences •Use range of nouns & •Use dictionaries to check meaning •Use handwriting joins appropriately Learn about great artists, architects & designers Understand computer networks pronouns Plan to write based on familiar •Prepare poems & plays to perform Use time connectives •Use internet safely and appropriately Check own understanding of •Introduce speech punctuation Collect and present data appropriately Rehearse sentences orally for reading Know language of clauses writing •Draw inferences & make **Speaking & Listening** Use varied rich vocabulary predictions •Give structured descriptions •Create simple settings & plot Participate activity in conversation •Retrieve & record information **Design & Technology** Geography Assess effectiveness of own and Consider & evaluate from non-fiction books others' writing •Use research& criteria to develop products which different viewpoints Discuss reading with others are fit for purpose Locate World's Countries - focussing on Europe Use annotated sketches and Rivers – Compass work **Mathematics** prototypes to explain ideas Field Work – Land use Number/Calculation **Geometry & Measures** Fractions, decimals & percentages Study of non-local UK region Evaluate existing products and • Measure & calculate with metric •Use & count in tenths Settlements, trade links • Learn 3, 4 & 8x tables mprove own work measures Recognise, find & write fractions Mountains, settlements •Secure place value to 100 Measure simple perimeter •Recognise some equivalent Use mechanical systems in own work • Derbyshire – Field work Mentally add & subtract units, tens Add/subtract using money in Understand seasonality; prepare & cook Comparing Mountains – Europe and the or hundreds to numbers of up to context Add/subtract fractions up to <1 mainly savoury dishes Americas 3 digits •Use Roman numerals up to XII; Order fractions with common •Written column addition & Languages Music Modern) tell time denominator subtraction •Calculate using simple time Data •Solve number problems, including •Listen & engage problems Interpret bar charts & •Use voice & multiplication & simple division •Draw 2-d / Make 3-d shapes pictograms instruments with increasing accuracy, control Ask & answer questions and missing number problems •Identify and use right angles and expression Speak in sentences using familiar vocabulary Use commutatively to help •Identify horizontal, vertical, •Improvise & compose music Develop appropriate pronunciation calculations perpendicular and parallel lines Listen with attention to detail Show understanding of words & phrases History Appreciate wide range of live & recorded music •Appreciate stories, songs, poems & rhymes • World War I Local - British History Begin to develop understanding of history Broaden vocabulary Science Roman Empire & impact on Britain Changes of State – Water Cycle (Chemistry) **Education** • Stone Age to Iron Age Britain **Physical** Religious Education Forces (Physics) •Use running, jumping, catching and throwing in Follow the Catholic agreed syllabus for RE Animals: skeletons & nutrition (Biology) isolation and in combination 'Come and See' •Play competitive games, modified as appropriate Classification of rock types (Chemistry) •Develop flexibility & control in gym, dance & athletics Digestive system & teeth (Biology) •Compare performances to achieve personal bests

•Swimming proficiency at 25m (KS1 or KS2)