|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Year 3 Breadth of Study** | | | | | | |
| **Subject** | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| **Writing & Reading** | The Iron man | Winter’s child | Mrs Noah’s Pockets | Fly Eagle Fly | BFG/ George’s marvellous medicine | Egyptian Cinderella |
| **Maths** | Number & Place Value  Mental methods: Addition | Mental methods: Subtraction  Multiplication and division:  Multiplication tables  Geometry: Properties of  shape | Fractions  Addition & subtraction written method | Multiplication & division  Measurement - money | Fractions  Measurement - Time | Measurement – length, mass & capacity  Geometry – shapes & angles  Statistics |
| **Science** | Rocks & Soils | Forces & Magnets | Animals including Humans | Food chains & nutrition | Plants | Light |
| **RE** | Creation  **Key Question:** What do Christians learn from the creation story? | Discovery RE – Diwali  **Key Question:** Would celebrating Diwali at home and in the community bring a feeling of belonging to a Hindu child? | Incarnation  **Key Question:** What is Trinity? | Salvation  **Key Question:** Why do Christians call the day Jesus died Good Friday? | The Fall  **Key Question:** What do Christians learn from the creation/fall story? | Pilgrimage  **Key Question:** Would visiting the River Ganges feel special to a non-Hindu? |
| **History** | Changes in Britain from Stone Age to Iron Age | Changes in Britain from Stone Age to Iron Age | Roman empire and the impact on Britain | Roman empire and the impact on Britain |  |  |
| **Geography** |  |  |  |  | My region & Campania, Italy | My region & Campania, Italy |
| **Art** | Movement- Cubism  Drawing - (Year A)  **Artist:**  Picasso    Drawing - (Year B)  **Artist:**  Munch |  |  | Movement- Cubism  Painting - (Year A)  **Artist:**  Albert Gleizes  Collage - (Year B)  **Artist:**  Rachel Olynuk |  | Movement- Cubism  Sculpture – (Year A)  **Artist :**  Svetlana Koženová  Painting - (Year B)  **Artist:** Kadinsky |
| **DT** |  | Digital world – wearable technology | Structures- pavilions |  | Cooking and nutrition- adapting a recipe |  |
| **Computing** | **Unit:**  Computing systems and networks – Connecting computers  **Resources:**  [Computing systems and networks – Connecting computers (teachcomputing.org)](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers) | **Unit:**  Creating media – Animation  **Resources:**  [Creating media – Animation (teachcomputing.org)](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation) | **Unit:**  Programming A – Sequence in music  **Resources:**  [Programming A – Sequence in music (teachcomputing.org)](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music) | **Unit:**  Data and information – Branching databases  **Resources:**  [Data and information – Branching databases (teachcomputing.org)](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases) | **Unit:**  Creating media – Desktop publishing  **Resources:**  [Creating media – Desktop publishing (teachcomputing.org)](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing) | **Unit:**  Programming B – Events and actions  **Resources:**  [Programming B – Events and actions (teachcomputing.org)](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions) |
| **PE Outdoor** | Games- Multi skills | Netball skills | TBC | Striking and fielding  (Kwik Cricket) | Swimming | Athletics |
| **PE Indoor** | Gymnastics  (Floor) | Dance  (eco - dance) | Handball | Yoga | Dance  (Romans) | Swimming |
| **PSHEE** | Being me in my world | Celebrating differences | Dreams and Goals | Healthy Me | Relationships | Changing Me (including Sex Ed) |
| **French** | Getting to know you | All about me | Food glorious food | Family and friends | Our school | Time |
| **Music** | Let your Spirit Fly | Glockenspiel Stage 1 | Three Little Birds | The Dragon Song | Bringing us together | Reflect, Rewind and Replay |