

Year 3 (Lower Key Stage 2)

English

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

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

Science

- ~Plants - functions of plants and what is needed for life and growth?
 - ~Skeletons—What is a skeleton for? What is a joint and a muscle?
 - ~ Rocks—How can we compare rocks? How are fossils formed?
 - ~Forces—Compare, observe and investigate different forces. How do magnets work?
- Light— explore the use and movement of light and shadow.

Religious Education

- Continue to follow locally agreed syllabus for RE .
Focus religions: Christianity/Judaism/Hinduism
- ~ How , why and where people worship
 - ~ Rituals, customs and celebrations
 - ~ How , why and where people worship
 - ~ Reflect on own beliefs and thoughts.

Modern Languages

- ~ Listen and engage
- ~ Ask & answer questions
- ~ Speak in sentences using familiar vocabulary
- ~ Develop appropriate pronunciation

Geography

- Locate worlds countries focussing on Europe. Focus on key physical & human features
- ~Study a region of the UK - identify countries, cities and counties of the UK.
 - ~ Use 8 points of compass, symbols and keys
 - ~ Describe & understand climate, volcanoes, earthquakes and settlements, ~ Use fieldwork to observe, measure & record.

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.

Design and 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.
- ~ prepare & cook mainly savoury dishes.
- ~ learn basic sewing techniques.

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
- ~ Use and understand musical notations ~
- Begin to develop an understanding of history of music.

Computing

- ~ Design & write programs to achieve specific goals, including solving problems
- ~ Use logical reasoning
- ~ Understand computer networks
- ~ Use internet safely and appropriately
- ~ Present digitally (animation/ desktop publishing)
- ~ Collect and present data appropriately

Art and Design

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

History

- ~ Anglo Saxon/Roman/Viking Empires
- ~Locational impact on Britain
- ~Pompei—how history is preserved

Maths

Number/Calculation

- ~Learn 3, 4 & 8x tables
- ~Secure place value to 1000
- ~Mentally add & subtract ones, tens or hundreds to numbers of up to 3 digits
- ~ Written methods for addition, subtraction, multiplication and division
- ~ Solve number problems and missing number problems
- ~ Use commutativity to help calculations

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

Geometry & Measures

- ~ Measure & calculate with metric measures
- ~ Measure simple perimeter and area
- ~ 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

Data

- ~Interpret bar charts & pictograms