Y3 2022-2023

Below is the range of experiences and activities that the children will do throughout the year. This is how we will bring our curriculum to life and provide learners with as many cross-curricular, meaningful and memorable experiences as possible.

	Autumn 1 Meet The Flintstones	Autumn 2 Meet The Flintstones	Spring 1 Britain from the Air	Spring 2 Extreme Survival	Summer 1 Roman Rule	Summer 2 Save our Trees!				
Enrichment Experiences		Stone Age Day November.			Roman Trip To Chester	Forest School Activities				
British Values and SMSC	Generosity	Compassion	Courage	Forgiveness	Friendship	Respect				
English	Stone Age Boy- diary writing, recounts, drama activities, reading VIPERS. How To Wash A Woolly Mammoth- instructional writing Little People, Big Dreams Mary Anning- Mary Anning biography	The Iron Man-reading VIPERS. Poetry writing, narrative, similes, creative writing, drama activities. Information leaflet about Skara Brae	Bill's New Frock reading VIPERS. Debate, letter writing, drama activities, narrative	Here We Are Notes For Living on Planet Earth. Non Fiction Text and writing linked to geography topic.	Escape To Pompei-reading VIPERS Non Fiction texts linked to The Romans	Drama, writing linked to the environment, persuasive letter writing.				
Spelling, Grammar and Punctuation										
 Spelling Can I use further prefixes and suffixes and understand how to add them? Can I spell words that are often misspelt? Can I place the possessive apostrophe accurately in words with regular singular plurals and in words with irregular plurals? Can I use the first two or three letters of a word to check its spelling in a dictionary? 										

Can I write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far?

	Can I spell at least 45	words out of the 55 Year 3 statutor	ry spelling list?			
Maths	Number: Place Value (wks 1 to 3) Number: Addition and Subtraction (wks 4 to 8)	Number: Addition and Subtraction (wks 4 to 8) Number: Multiplication and Division (wks 9 to 12)	Number: Multiplication and Division (wks 1 to 3) Measurement: Money (wks 4 to 5 ½) Statistics (wks 5 ½) to 7)	Measurement: Length and Perimeter (wks 7 to 9 ½) Number: Fractions (wks 9 ½ to 11) Consolidation) (wk 12)	Number: Fractions (wks 1 to 3) Measurement: Time (wks 4 to 6)	Geometry: Properties of Shape (wks 7 to 8) Measurement: Mass and Capacity (wks 9 to 11) Consolidation) (wk 12)
	Place Value Can I count from 0 in steps of 4, 8, 50 and 100? Can I find 10 or 100 more or less than a given number? Can I explain what each digit means in Hundred Tens and Ones numbers e.g. 204? Can I compare and order numbers up to 1000? Can I read and write numbers up to 1000 in numerals and in words? Can I solve number problems, working with numbers up to 1000 and in different units of measurement? Addition & Subtraction Can I add and subtract three-digit and ones numbers mentally, e.g. 432 – 7 and 432+7? Can I add and subtract three-digit and tens numbers mentally, e.g. 432 – 70 and 432+70? Can I add and subtract three-digit and hundreds numbers mentally, e.g. 432 – 300 and 432+300?	Addition & Subtraction Can I use written methods, e.g. the column method, to add or subtract two three-digit numbers? Can I estimate the answer to a question before I work it out and then use inverse operations to check the answer when I have finished? Can I solve problems such as missing numbers (e.g. 452 - ? = 122) using my knowledge of number facts and methods of addition and subtraction? Multiplication & Division Can I recall the 3, 4 and 8 times tables (multiplication and division facts)?	Multiplication & Division Can I answer multiplication and division questions e.g. 16 x 5 or 45 divided by 9 by using known times tables facts? Can I solve more complex problems and missing number questions involving multiplication and division? Money Can I work on money problems, adding and subtracting amounts of money and working out how much change is left? Can I use both £ and p in my working? Statistics Can I answer questions about bar charts, pictograms and tables and make my own bar charts, pictograms and tables? Can I answer Maths problems such as 'How many more?' and 'How many fewer?' by interpreting bar charts, pictograms and tables?	Measurement: Length and Perimeter Can I identify and estimate numbers in different representations and using different units e.g. length (mm and m)? Can I measure and compare in these units: lengths (m/cm/mm)? Can I measure the perimeter of a 2-D shape e.g. a square or triangle? Fractions Can I count up and down in tenths? Can I explain that tenths can be found by dividing an object or shape into ten equal parts or by dividing numbers by 10? Can I find a fraction (e.g. 2/5 or 3/4) of a set of objects? Can I explain how to find fractions of a number or shape - e.g. 3/5, 1/4 or 4/6? Can I show that some fractions are equivalent (have the same value) - e.g. 1/2 = 3/6 = 5/10 or 1/3 = 3/9?	Fractions Can I add and subtract fractions with the same denominator [e.g. 5/7 + 1/7 = 6/7]? Can I compare and order unit fractions, and fractions with the same denominators? Can I solve problems by finding, ordering or comparing fractions of shapes and numbers? Measurement: Time Can I tell and write the time from a clock with numbers (analogue clocks) or Roman numerals or using 12 and 24 hour clocks (digital clocks)? Can I tell the time accurately to the nearest minute? Can I measure and record time passing in seconds, minutes and hours? Can I understand and use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight in my Maths work? Can I recall the number of seconds in a minute and the number of days in each month, year and leap year? Can I calculate how long an event or task took to complete? Can I compare the duration of different events?	Geometry: Properties of Shape Can I draw 2-D shapes and make 3-D shapes using modelling materials? Can I recognise and can describe 3-D shapes even when they have been turned about in different ways? Can I recognise that an angle is used to measure how far something turns? Can I explain that an angle is also the point in a 2-D shape where 2 sides meet? Can I explain what a right angles is and explain that two right angles make a half-turn, three make three quarters of a turn and four right angles make a complete turn? Can I tell whether an angle is greater than or less than a right angle? Can I recognise when a line is horizontal or vertical or when two lines are perpendicular or parallel? Measurement: Mass and Capacity Can I identify and estimate numbers in different representations and using different units e.g. weight (g and kg)? Can I measure and compare in these units: weight (kg/g) and capacity (l/ml)?
Geography			How to ask geographical questions. How to use atlases, maps and plans at a range of scales.	How to use maps, atlases, globes and digital/computer mapping to locate areas of extreme heat and cold.		
			What places are like in their locality.	How to explain why some areas are very cold and some very hot.		
			Locational knowledge name and locate counties and cities of the United Kingdom,	How to describe and understand what life is like in those places for people,		

			geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time. Human and Physical Geography: describe and understand key aspects of: physical geography, including: rivers and mountains.	animals and vegetation.					
				Locational knowledge Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night).	Place Knowledge: Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom.				
		nital/computer mapping to locate countri ecord and present the human and physi	ries and describe features studied. sical features in the local area using a range of methods, including sketch maps.						
History	Use more than one source of historical enquiry. Place events, artefacts and historical figures on a time line using dates. Understand the concept of change over time, representing this, along with evidence, on a time line. Ask questions to support discussion and deeper thinking. Suggest cause and consequence of some of the main events and changes in history.		How to obtain information from secondary sources, including aerial photographs. How the Victorians changed Britain's landscape.		Use primary and secondary sources of information to learn about whom the Romans were and where they came from as well as identify features of Roman entertainment, Roman gladiators, the Roman Army and the main Emperors of Rome. Explore key concepts related to 'invading' and 'settling'.				
	Changes in Britain from Stone Age to Iron Age				The Roman Empire and its impact on Britain	History Local study?			
	Rocks (Autumn 1) compare and group together di	fferent kinds of rocks on the basis of	Animals, including humans (Spring identify that animals, including human	l g <u>1)</u> ns, need the right types and amount	Plants (Summer 1) identify and describe the function	ns of different parts of flowering			

	 have lived are trapped within a recognise that soils are made Animals, including humans (Auture) identify that animals, including amount of nutrition, and that the get nutrition from what they ea 	fossils are formed when things that rock from rocks and organic matter.	Forces and magnets (Spring 2) compare how things move on a notice that some forces need a magnetic forces can act at a di observe how magnets attract of materials and not others compare and group together a	imans and some other animals have protection and movement. different surfaces ontact between two objects, but stance repel each other and attract some variety of everyday materials on the cted to a magnet, and identify some to poles ill attract or repel each other,	plants: roots, stem/trunk, leaves and flowers explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant investigate the way in which water is transported within plants explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal. Light (Summer 2) recognise that they need light in order to see things and that dark is the absence of light notice that light is reflected from surfaces recognise that light from the sun can be dangerous and that there are ways to protect their eyes recognise that shadows are formed when the light from a light source is blocked by an opaque object find patterns in the way that the size of shadows change.			
	 setting up simple practical end making systematic and carefu gathering, recording, classifyi recording findings using simple reporting on findings from end using results to draw simple of identifying differences, similar 	Using different types of scientific enquir quiries, comparative and fair tests of observations and, where appropriate, in any and presenting data in a variety of waste scientific language, drawings, labelled ruiries, including oral and written explant conclusions, make predictions for new vittes or changes related to simple scient covidence to answer questions or to suppless.	taking accurate measurements using so ays to help in answering questions I diagrams, keys, bar charts, and tables ations, displays or presentations of rest alues, suggest improvements and raise tific ideas and processes	sults and conclusions	ent, including thermometers and data log	ggers		
Art & Design	Cave Art, Stonehenge Paintings Pupils should be taught to: develop their techniques, inclumaterials, with creativity, expensive awareness of different kinds of create sketch books to record review and revisit ideas. improve their mastery of art and drawing, painting and sculpture example, pencil, charcoal, pair about great artists, architects and second pair and second pair and second pair about great artists, architects and pair and second pair about great artists, architects and pair and second pair and pair	rimentation and an increasing fart, craft and design. their observations and use them to d design techniques, including e with a range of materials [for nt, clay]	UK artist-Kev Munday Pupils should be taught to: develop their techniques, inclumaterials, with creativity, expensive awareness of different kinds of create sketch books to record review and revisit ideas. improve their mastery of art and drawing, painting and sculpture example, pencil, charcoal, pair about great artists, architects and sculpture artists.	rimentation and an increasing fart, craft and design. Their observations and use them to design techniques, including with a range of materials [for the including the county]	materials, with creativity, experawareness of different kinds of create sketch books to record treview and revisit ideas. improve their mastery of art and drawing, painting and sculpture example, pencil, charcoal, pain	Pupils should be taught to: develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. create sketch books to record their observations and use them to		
D&T	Structures- Stonehenge models/ Stone Age village models	Textiles- Christmas Craft sewing.	Digital World – linked to Computer programming	Mechanical systems	Food- Roman Banquet/ making bread.	Electrical systems Electric Poster linked to science topic of light.		
	When designing and making, pupils	should be taught to:						

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

 Make
- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

- investigate and analyse a range of existing products.
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- understand how key events and individuals in design and technology have helped shape the world.

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].
- apply their understanding of computing to program, monitor and control their products.

Cooking and Nutrition

- understand and apply the principles of a healthy and varied diet.
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques

	 prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. 									
	 understand seasonality, and kno 	ow where and how a variety of ingredie	nts are grown, re	eared, caught and proce	essed.					
RE	BELIEVING	BELIEVING	EXPRESSING			EXPRESSING LI		LIVIN	IVING	
	What do people believe about God? Why is the Bible important to		to Why do people pray?		Why are festivals important to		What	What does it mean to be a Christian in		
		Christians today?			religious communities?		Britain today?			
Computing	Computing systems and	Creating media – Animation	Programmii	ng A – Sequence	Data and information –		Creating media - Desktop		Programming B – Events	
	networks - Connecting		in music	-	Branching databa	ses	publishing	-	and actions	
	computers	To explain that animation is a			-					
	-	sequence of drawings or	To explore a	new programming	To create questions	s with	To recognise how text and		To explain how a sprite moves	
	To explain how digital devices function	photographs	environment		yes/no answers		images convey information	1	in an existing project	
		To relate animated movement	To identify th	nat commands	To identify the object attributes		To recognise that text and		To create a program to move a	
	To identify input and output with a sequence of it devices		have an outcome		needed to collect relevant data		layout can be edited		sprite in four directions	
		To plan an animation To explain t		at a program has To create a branching		ina	To choose appropriate page		To adapt a program to a new	
	To recognise how digital	•	a start	1 0	database	J	settings	,	context	
	devices can change the way	To identify the need to work					•			
	we work	consistently and carefully		that a sequence	To explain why it is		To add content to a deskto	р	To develop my program by	
		+ · · · ·		s can have an	a database to be w	ell	publishing publication		adding features	
	To explain how a computer	To review and improve an	order		structured		T :1 1 1:00 1		T : 1 : 15 1 :	
	network can be used to share	animation	T1		To the office because		To consider how different		To identify and fix bugs in a	
	information	To avaluate the impact of		ne appearance of	To identify objects		layouts can suit different		program	
	To explore how digital devices	To evaluate the impact of	my project		branching database	ð	purposes		To design and greate a mare	
	To explore how digital devices can be connected	adding other media to an animation	To orosto a	project from a task	To compare the info	ormation	To consider the benefits of	:	To design and create a maze- based challenge	
	can be connected	ariiriatiori	description	project from a task	shown in a pictogra		desktop publishing	l	based challerige	
	To recognise the physical		2000.194011		branching database		200			
	components of a network				3 · · · · · · ·					
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	Dunile should be tought to		•							

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

	 understand compu use search technol select, use and coanalysing, evaluat 	uter networks including plogies effectively, appro mbine a variety of softv ing and presenting data	e simple algorithms work and the internet; how they can pu- point how results are select trare (including internet service and information. sponsibly; recognise accept	ovide multiple services, su ed and ranked, and be disc ces) on a range of digital de	ch as the wor erning in eva evices to desi	ld wide web; luating digita gn and creat	and the opportunities they of content. e a range of programs, sy.	stems and content that acc		cluding collecting,
Music	Let your spirit fly	Glocke	nspiel Stage 1	Three little birds		The drag	on song	Bringing us together	Reflec	t, Rewind and Replay
	 develop an unders play and perform i improvise and con listen with attentio use and understar appreciate and un 	ically with increasing contanding of musical comens of musical comens of the contant of the cont	position, organising and ma intexts, using their voices an of purposes using the inter- unds with increasing aural ma al notations. of high-quality live and recor	d playing musical instrume related dimensions of mus emory.	nts with incre ic.	asing accura	acy, fluency, control and ex	xpression.		
MFL	(Language Angels) Phonetics lesson 1 (0 I am Learning		age Angels) vegetables (E)	(Language Angels) I Can (E)		Ancient E	ge Angels) Britain or I Riding Hood (E)	(Language Angels) Presenting Myself (I)		age Angels) (I)
	 listen attentively to spoken language and show understanding by joining in and responding. explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words. engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help* speak in sentences, using familiar vocabulary, phrases and basic language structures. develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases* present ideas and information orally to a range of audiences* read carefully and show understanding of words, phrases and simple writing. appreciate stories, songs, poems and rhymes in the language. broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary. write phrases from memory, and adapt these to create new sentences, to express ideas clearly. describe people, places, things and actions orally* and in writing Languages – key stage 2 3. understand basic grammar appropriate to the language being studied, including (where relevant): feminine, masculine and neuter forms and the conjugation of high-frequency verbs; key feature how to apply these, for instance, to build sentences; and how these differ from or are similar to English. 							verbs; key features and	I pattems of the language;	
PE	Health and Fitness Games –	Gymn		Gymnastics		Dance –	Bollywood	Rythmic Gymnastic	s Athlet	ics
	Games – Games – Hockey Dance – Rollercoasters Games – Football Net Games – Tennis Swimming						ning			
PSHE & RSHE	А	utumn: Relations	hips	Spring	: Living ir	the wide	er world		ner: Health and V	Vellbeing
	Families and friendships		Respecting ourselves and others	Belonging to a community		eracy and esilience	Money and work	Physical health and Mental wellbeing	Growing and changing	Keeping safe
	What makes a family; features of family life	Personal boundaries; safely responding to others; the impact of hurtful	Recognising respectful behaviour; the importance of self-respect;	The value of rules and laws; rights, freedoms and responsibilities	How the is used; a information	ssessing	Different jobs and skills; job stereotypes; setting personal goals	Health choices and habits; what affects feelings; expressing feelings	Personal strength and achievements managing and reframing setbacks	

	behaviour	courtesy and being polite			