Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	5th Sept - 21st Oct 2022	31st Oct – 16th Dec 2022	3rd Jan – 10th Feb 2023	20th Feb — 31st March 2023	17th April – 26th May 2023	8th June - 21st July 2023
	There's No Place Like Home	Rock and Roll	Healthy Humans	What the Romans did for us?	The Iron Man	How does your garden grow?
English	Folk Tales	Story as a theme	Fables	Play scripts	Novel as a theme	Classic poetry
	Recount: Biographies	Poems on a theme Discussion	Poems with a structure  Persuasion: letters	Non-chronological reports	Recount: diaries	Mystery / Adventure / Fantasy stories Explanations
Maths	Place value	Addition and subtraction	Multiplication and division	Length and perimeter	Fractions	Properties of shape
	Addition and subtraction	Multiplication and division	Money Statistics	Fractions  Consolidation	Time	Mass and capacity  Consolidation
Science	Light — Shadows and reflections (on going throughout the year)	Rocks and fossils	Nutrition, diet and movement and the skeleton	Forces and magnets	Forces and magnets	Plants functions or parts and plant growth

Topic	Geography How and why is my local environment changing? (locality study)	History Stone Age	Geography Why do some earthquakes cause more damage than others?	History Romans	Geography How can we live more sustainably?	History Bronze Age
Art/DT	DT Structures — frame. Structures and strengthening.	Art Observational drawings of fossils developed into print.	DT Food — The eat well plate — design a picnic dish.	Art Roman art — frescoes and mosaics. Painting on plaster, mosaics and digital mosaics.	DT Mechanical systems — levers and linkages.	Art Textiles. 3D sculpture of flowers.
French	A new start Getting to know you, numbers, colours	The calendar and celebrations Bonfire night colours commands Calendar time, Christmas starry night.	Animals I like and don't like Epiphany celebrations Animals around us.	Carnival and playground games Carnival, games. Easter celebrations.	Breakfast Breakfast, fruit nouns. The hungry giant story.	Going on a picnic Map explorers Gingerbread men Going on a picnic
PE	Athletics  Swimming	Gymnastics Swimming	Swimming  Dance	<u>Dance</u> <u>Netball</u>	Gymnastics  OAA	Creative games Rounders

PSHE	Friends and Family. What makes a family; features of family life. 1Decision: Touch  Healthy Relationships. Personal boundaries; safely responding to others; the impact of hurtful behaviour. 1Decision: Staying Safe	Respecting ourselves and others. Recognising respectful behaviour; the importance of self-respect; courtesy and being polite. Permission seeking and giving. Permission seeking and giving.	Healthy Lifestyles. Health choices and habits; what affects feelings; expressing feelings.  1Decision: Medicine  Digital Understanding and Resilience. How the internet is used; assessing information online.  1Decision: Making friends online	Keeping Safe. Risks and hazards; safety in the local environment and unfamiliar places. 1Decision: Leaning out of windows 1Decision: Enya and DeeDee visit the fire station.  Being Part of a Community. The value of rules and laws; rights, freedoms and responsibilities. 1Decision: Stealing	Growing and Changing. Personal strengths and achievements; managing and reframing setbacks 1Decision: Grief	Money and Work. Different jobs and skills; job stereotypes; setting personal goals. 1Decision: Looking after our world.
Music	Developing Notation Skills. How does music bring us closer together?	Enjoying Improvisation. What stories does music tell us about the past?	Composing using your Imagination. How does music make the world a better place?	Sharing musical experiences. How does music help us get to know our community?	Learning more about musical styles. How does music make a difference to us every day?	Recognising different sounds. How does music connect us with our planet?
RE	3:1 Called by God 3:6 Harvest	3:2 Christmas – God with us	3:3 Jesus the man who changed lives.	3:4 Exploring the sadness and joy of Easter.	3:5 Which rules should we follow	Non- Christian faith unit rules for living.
Computing	Connecting Computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs