



Curriculum for Year 3 - Spring Term 2020

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| Maths | <ul style="list-style-type: none"> • Place Value & Number • Multiplication & division • Addition & subtraction • Fractions • Measuring • Mental calculation • Doubles to 100 • Number sequences | <ul style="list-style-type: none"> • Problems • Simple equivalent fractions • 2Dshape • Data handling – collection & interrogation • Money problems • Right angles • Compass points • Mass |
| English | <ul style="list-style-type: none"> • Fairy Tales • Poetry • Information texts • Dictionary | <ul style="list-style-type: none"> • Conjunctions • Adjectives • Pluralisation |
| Science | <ul style="list-style-type: none"> • Sound • Light | |
| Geography | <ul style="list-style-type: none"> • Map making and reading | |
| History | <ul style="list-style-type: none"> • Stone Age | |
| French | <ul style="list-style-type: none"> • Colours • Preference • Numbers to 31 • Days and dates • Celebrations – Easter | |
| Art | <ul style="list-style-type: none"> • Georgio O’Keeffe • 3D Perspective | |
| Music | <ul style="list-style-type: none"> • Exploring rhythm & pulse • introduction to musical notation | |
| R.E. | <ul style="list-style-type: none"> • Easter Story • Faith in the Arts | |
| P.S.H.E. | <ul style="list-style-type: none"> • Wants and needs • Feelings • Life cycle • Internet safety | |
| Physical Education | <ul style="list-style-type: none"> • Rugby / Hockey • Fitness • Gymnastics | |
| Design Technology | <ul style="list-style-type: none"> • Making a night light | |
| Computing | <ul style="list-style-type: none"> • Programming • Kodu | |