

Year 3 curriculum map

Term	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
English	Fiction: Traditional Tales – Fables Non-Fiction: Recount / Instructions Poetry: Vocabulary Building / Structure – limericks		Fiction: Traditional Tales – fairy tales (alternative versions) / Adventure stories Non-Fiction: Persuasion / Explanation Poetry: Structure – haiku, tanka and kennings		Fiction: Writing and performing a Play Non-Fiction: Report Poetry: Free Choice Poet Study	
Mathematics	<ul style="list-style-type: none"> Recognise the place value of each digit in a 3-digit number Add and subtract numbers mentally Add and subtract amounts of money to give change, using both £ and p in practical contexts Recognise angles as a property of shape or a description of a turn Tell and write the time from an analogue clock Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables Recognise, find & write fractions of a discrete set of objects 		<ul style="list-style-type: none"> Compare and order numbers up to 1000 Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); Add and subtract fractions with the same denominator within one whole Write and calculate mathematical statements for \times and \div Solve problems that involve fraction objectives. 		This term is currently under review by the Maths Subject Leader.	
Science	Animals including humans		Rocks		Plants	
Computing	<u>Accessibility</u> <ul style="list-style-type: none"> Appreciate the importance of typing as an efficient means of entering information into a computer (especially as a workplace skill). <u>Presentation</u> <i>(Begin to use a range of presentation tools on the tablets and desktops e.g. Bunccee, KeyNote, PowerPoint)</i> <ul style="list-style-type: none"> Be able to create a presentation that is designed for a particular audience. Incorporate a range of media. Know how to insert transitions. <u>Fact or Fiction Searching</u> <ul style="list-style-type: none"> Be able to use different search engines, making decisions based on critical analysis. Know that not all information on the Internet is true. Know that different devices could be used for the same purpose. <u>Security Passwords/Passcodes</u> <ul style="list-style-type: none"> Know how to create secure passwords and appreciate the need to keep passwords private. 		<u>Communication Tools</u> <ul style="list-style-type: none"> Be able to create, access and send emails. Know how to reply to emails. Choose appropriate methods of communication for different audiences. <u>Programming – algorithms (Kodu)</u> <ul style="list-style-type: none"> Understand what a program is. Use selection in a set of instructions Use variables and procedures in a program. Combine selection and iteration in a set of instructions. <u>Searching Skills</u> <ul style="list-style-type: none"> Show perseverance in finding the correct information. Know how to refine search terms to reduce ambiguity. (Volcanoes) (Rocks) <u>E-Safety</u> <ul style="list-style-type: none"> Use online gaming appropriately. Know the importance of terms and conditions. Know that your personal information has value and that some people may try to steal it. 		<u>Word Processing</u> <ul style="list-style-type: none"> Create tables Copy cut and paste Know how to spell check To be able to save in different formats and insert objects. <u>Control (Flowol)</u> <ul style="list-style-type: none"> Understand what a program is. Use selection in a set of instructions (making decisions). Combine selection and iteration in a set of instructions. Using inputs and outputs in a program. Use and create sequential flow charts to represent algorithms. Represent and understand iteration and selection in a flow chart. <u>Web Threats</u> <ul style="list-style-type: none"> Know the risks of pop-up messages and bloatware. Devices and Operating Systems 	
R.E.	Signs and symbols in Religion		Jesus' Life		Christianity	

History	Neolithic				Ancient Egyptians		
Geography			Volcanoes				
Art and Design	Moods and Feelings: Painting focus - Artist- Munch		3D Focus -Artist Study – Andy Goldsworthy Volcanoes - Drawing/painting focus		Ancient Egyptians - Printing/Textiles Focus		
Design Technology	Hydraulics – Monsters		Packaging		Making a sandiwch		
Music	Recorders					Let your spirit fly	Reflect, Rewind and Replay
P.H.S.E.	Health and Well-being		SEAL: Going for Goals	Relationships	Living in the wider world		
P.E.	Gymnastics – Stretching and Curling	Netball	Gymnastics (Pathways) & Cricket (Jersey Cricket)	Physical Literacy & Tri Golf (Jersey Sport)	Rounders	Dance (Mean Machines Poem)	