

YEAR 3 CURRICULUM MAP 2016 - 17

Term/Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English: Spoken English, reading comprehension, writing composition	<p>Narrative writing: Using films and picture books as inspiration</p> <p>Narrative writing: The Ice Palace In-depth study of the novel, with drama, art, reading and writing activities.</p> <p>Non-fiction: Writing a survival skills handbook and the diary of an explorer.</p>	<p>Poetry: Creating calligrams and writing shape poetry.</p> <p>Traditional Tales: Reading and comparing fairy tales and stories from around the world, including Baba Yaga.</p> <p>Poetry: Learning and reciting "The Owl and the Pussycat".</p>	<p>Narrative writing: A story with a Stone Age setting.</p> <p>Non-chronological reports: Researching and creating leaflets based on the Stone Age village of Skara Brae.</p>	<p>Myths: Reading a range of Greek, Egyptian and Chinese myths, including the story of Kuang Li. Using these to create our own myths.</p> <p>Poetry: Kennings, tankas and haikus.</p>	<p>Playscripts: Reading and performing The Tempest. Studying plot, characters and setting.</p> <p>Film Literacy: Watching El Caminante, creating storyboards and creating our own films.</p> <p>Instructions: Writing instructions and learning about the important features that are needed to write clear and effective instructions.</p>	<p>Letters: to the Year 2s.</p> <p>Adventure Stories: Reading and studying adventure stories and creating our own chapter stories.</p> <p>Poetry: Free verse and poetry appreciation.</p>
Vocabulary, grammar and punctuation	Capital letters and full stops, question marks, nouns, verbs, adjectives, proper nouns, presentational features	Correct use of <i>a</i> or <i>an</i> , vowels and consonants, conjunctions to express time and place, adverbs, past tense	Past tense, direct speech, inverted commas, word families, headings and subheadings for presentation	Commas in lists, similes and metaphors, formation of nouns using prefixes, use of paragraphs, conjunctions to express time and place	Prepositions, use of the present perfect tense, clauses, subordinate clauses, commas	Present tense, further speech punctuation, verbs for "said", adverbs, fronted adverbials
Spelling	Plurals and suffixes such as <i>ed</i> , <i>ing</i> , <i>est</i>	Suffixes such as <i>ly</i> , <i>ture</i> , <i>sure</i>	Prefixes such as <i>un</i> , <i>dis</i> , <i>mis</i>	Unusual sounds such as <i>ou</i> (<i>trouble</i>), <i>ch</i> (<i>chef</i>), <i>y</i> (<i>myth</i>)	Suffixes such as <i>tion</i> , <i>sion</i> , <i>cian</i> , <i>ation</i>	Prefixes such as <i>super</i> , <i>anti</i> , <i>auto</i>
Examples of writing across the curriculum	Survival skills handbook, diary of an explorer,	Writing instructions for how to play sports and games; diaries/writing in role about other cities and countries.	Non-chronological reports on the Stone Age; stories about Stone Age characters.	Writing reports on Ancient Egypt; recount of a day in the life of an Egyptian	Writing in role as Tempest characters; setting descriptions; instructions for making a sandwich; explanations about farming techniques	Writing inspired by school trip; story based on the journey of a river

Maths	<p>Number: Place value, 10 or 100 more and less, adding and subtracting mentally, reading and ordering 3 digit numbers, adding and subtracting amounts of money</p> <p>Geometry: drawing 2D shapes, identifying line symmetry, identify angles including right angles, horizontal and vertical lines</p>	<p>Number: Multiplication using arrays, division as sharing and grouping, unit fractions of shapes and amounts,</p> <p>Measurement: read the 12 hour clock to nearest 5 minutes, AM and PM, measure lengths</p> <p>Statistics: present data in tally chart and pictogram, solve one and two step questions</p>	<p>Number: Adding and subtracting 3 digit numbers, counting in 4, 8, 50 and 100s, inverse operation, using known facts to work out multiplication facts, division as grouping with remainders</p> <p>Geometry: identify parallel and perpendicular lines, properties of 3D shapes</p>	<p>Number: Fractions of shapes and amounts, counting in tenths and introduction to decimals, write some fractions as decimal equivalents</p> <p>Measurement: read analogue and digital 12 hour clock to nearest minute, estimate and record time, measure capacity</p> <p>Statistics: present data in bar chart, solve one and two step problems</p>	<p>Number: Written methods of addition and subtraction, TO x O multiplication using arrays and grid method</p> <p>Geometry: nets of 3D shapes, perimeter of 2D shapes, half, quarter and three quarter turns</p>	<p>Number: Division of larger numbers, ordering fractions, adding and subtracting fractions, recognise equivalent fractions</p> <p>Measurement: read 24 hour clock to nearest minute, measure mass, read Roman numerals</p>
Examples of maths across the curriculum	Working out distances travelled by explorers; using money in real life situations	Flag symmetry; favourite country graphs; measuring lengths of bones and recording time/distance	Stone Age maths; 365 Penguins book; creating perimeter fences for Stone Age animals; measuring Stone Age animals; visit to Kidzania; art based on parallel lines	Making drinks and measuring capacity; measure forces and record results on bar chart; Egyptian numbers and problem solving	Farm problem solving; perimeter of fields/fences; nets to make sandwich box; farm directions; measure plants	Baking and weighing ingredients; lengths of rivers; working out what time different things happen
International Creative Curriculum (Including History, Geography, Art, Technology)	<p>An Adventure To Remember:</p> <p>Explorers: The class will become a team of explorers and take part in drama activities, imagining they are exploring different locations around the world. They will learn about continents and countries, famous explorers and will create pieces of artwork.</p>	<p>Celebrate Good Times:</p> <p>Global Celebrations: We will learn about a range of celebrations that take place around the world at this time of year. We will identify similarities and differences between cultures, and learn about different countries and what life is like for people who live there.</p>	<p>Rockin' and Rollin': Stone Age: Studying the lives of early humans and how they survived. An indepth look at the Stone Age settlement of Skara Brae. Using pastels to create images of Stonehenge and cave art. Exploring evidence that helps us understand what happened a long time ago.</p>	<p>Walk Like An Egyptian: Ancient Egypt: Comparing Ancient Egypt and the Stone Age and the important differences between the two periods, Looking at archaeological evidence and thinking about how the invention of writing helps us to understand more about civilisations. Creating DT projects based on the Ancient Egyptians, such as canopic jars and shadufs.</p>	<p>You Are What You Eat: Food and Farming: Learning about the importance of farming to the UK and how land is used. Thinking about the importance of healthy living and learning about different food groups. Comparing UK farming with farming in our partner school in Malawi. Investigating types of bread and designing and making a sandwich.</p>	<p>Go With The Flow: Rivers: Investigating the rivers of the UK and learning about the importance of rivers in settlements. Looking at the formation and wildlife of the Norfolk Broads. Studying the picture "Norwich River Afternoon". Creating model bridges after looking at different types of bridge. Painting landscapes in the style of Monet.</p>

Science	Animals: Finding out about the habitats, diet and skeletons of a range of different animals. Using keys for identification.	Investigative Science: Developing further scientific skills and carrying out investigations using prediction, observations and drawing conclusions.	Rocks: Testing for permeability and investigating the properties of different types of rocks	Magnets and Forces: Investigating the strength of different magnets. Designing experiments to find out about the properties of magnets and metals. Using a forcemeter to investigate forces.	Plants: Learning about how plants grow and the different parts of a plant. Investigating the optimum conditions for germination and growth.	Light: Learning that shadows are caused by light being blocked. Looking at how shadows change over the course of a day.
Working Scientifically opportunities in science and ICC	Designing a new animal and investigating animal skeletons.	Carrying out a range of investigations.	Link between stone age and rocks in modern day.	DT / science - maze making.	Growing plants.	Investigating light - making shadow puppets. Using keys to identify plants and animals.
Music	Animal Magic: Exploring descriptive sounds	Play it Again: Exploring rhythmic patterns	The Class Orchestra: Exploring arrangements	Dragon Scales: Exploring pentatonic scales	Painting with sounds: Exploring sound colours	Salt Pepper Vinegar Mustard: Exploring singing games
RE	How do Christians bring hope to the world?	Why do Christians celebrate Christmas?	Why do Sikhs wear the 5 Ks?	Why do some Christians go on pilgrimage to Walsingham?	What is the Hajj and why is it important to Muslims?	How can Brahman be everywhere and in everything? (Hinduism)
PSHE	Getting to know each other; staying safe	Understanding anger and solving problems	Making good choices	Understanding our feelings and what actions to take	Keeping friendships and playing fairly	Relationships education: learning about different families; focus on "Everyone is different, everyone is special". Drug education: learning about smoking
French	Greetings and introduction to French culture	Numbers - learning to count, do simple maths and tell the time	Colours - learning the names of colours and using these in games	Days and months - finding out about the French school week and year, birthdays	Pets - learning how to describe pets and talk about pets to others	Family - describing the people in your family, meeting a French family
Computing	E-Safety and an introduction to the school server; opening and saving documents	Introduction to programming using "Probots" to begin to understand the key principles and language involved	Using email safely - learning how to send and receive emails and attachments, with awareness of safety	Introduction to coding: using studio.code.org to introduce the idea of coding and the use of "code blocks". Using the MIT Scratch program to create animations and games	Lego Wedo - using coding skills to design and make moving Lego models that can be programmed.	Combining text and graphics to present work and developing internet research skills. Digital literacy (including e-safety, searching for information, copyright, Google Sites etc).
P.E	Invasion games (Tag Rugby), Striking and fielding games (Tee-ball), Dance, Athletics, Gymnastics, Outdoor and Adventurous Activities					
	Timings of PE units throughout year to be confirmed to align with dates and plans of Norwich School Sports Partnership; further activities may be included					