

Year 3 Curriculum Map 2022-23



Subject	Autumn 1 7 Weeks	Autumn 2 7 Weeks	Spring 1 7 weeks	Spring 2 5 weeks	Summer 1 6 weeks	Summer 2 7 weeks			
English	Ongoing Core Learning -Apply knowledge of root words, prefixes and suffixes to read aloud and understand the meaning of new words -Listen to, read and discuss a wide range of text types and identify themes and conventions -Draw inferences such as characters feelings, thoughts and motives from their actions -Continue to spell many words correctly including common exception words, contracted forms, homophones and words with suffixes -Use diagonal and horizontal strokes needed to join letters and understand which letters are best left unjointed -Plan what to write before writing, considering vocabulary choices and organisational features -Make additions and corrections to their writing during the editing process (including dictionary & thesaurus skills)								
	Texts: The Twits Charlie and the Chocolate Factory Recount Character description Play script Book review Procedural text Newspaper reports Balanced argument	Text: The Egyptian Cinderella Non-chronological report Setting description Poem Story Diary entry Balanced argument Letter	Text: The Iron Man Recount Character Description Character Perspective Alternative story ending Newspaper report Poetry Procedural Text	Text: Dragons at Crumbling Castle Non-chronological report Setting Description Alternative story ending Shakespeare Fiction writing Persuasive Writing	Text: Alien Invasion Diary Entry Play script Character description Persuasive Writing Newspaper Report Discussion Text	Text: Selection of superhero texts Alternative story ending Setting Description Non-Chronological report Poetry Story opening Story ending			
	Ongoing Core Learning -Read, write and order numbers up to 1000 in numerals and words -Recognise the value of each three digit number -Add and subtract using formal column method and mentally -Use multiplication and division facts for 3,4 and 8 multiplication tables -Identify, describe and compare properties of 2D and 3D shapes -Measure the perimeter of 2D shapes								
Maths	Place value Addition Subtraction Multiplication Division Measurement: Length	Measurement: Time Fractions Measurement Money Statistics Geometry	Place value Addition Subtraction Multiplication Division Measurement: Mass	Fractions Measurement: Money Geometry Measurement: Time	Place value Addition Subtraction Multiplication Division Measurement: Capacity	Statistics Geometry Measurement: Time Fractions			



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Science	Earth rocks To explore different kinds of rocks & their properties Scientist: Mary Anning	Food & Bodies To find out about healthy & balanced diets and describe basic parts of the skeletal system	Mirror Mirror To describe the reflections when light is reflected from surfaces and describe how shadows are formed	Opposites Attract Observe forces that magnets produce, learn about the force of friction and how it affects objects STEM DAY – Soren Sorensen	How does your garden grow? Identify and describe the functions of parts of flowering plants and investigate how water is transported within plants	
RSE						To recognise increasing responsibilities as children develop into adults To explore the human life cycle
PE	Dance – improvise individually and in pairs. Compare and adapt movements to create a dance. Invasion games - Begin to understand how to compete with each other in a controlled manner. Develop own rules for new games.	Gymnastics – jumping techniques, develop a sequence in groups. Healthy Living – describe effect of exercise on the body.	Swimming - swim competently, confidently and proficiently over a distance of at least 25 metres Use a range of strokes effectively.	Tennis – use skills with coordination and control. Vary skills to suit the game. Multi Skills - Use skills with coordination and control.	Athletics – run at different speeds specifically sprinting and cross country. Cricket – alter batting skills to suit new bat style. Communicate with peers to field effectively.	Athletics - Perform a running jump with some accuracy and perform a variety of throws using a selection of equipment Rounders - Understand tactics and composition by starting to vary how they respond.
Topics	Ancient Egyptians Key Question: What was life like in an Ancient Civilisation? How is it different to now? Enrichment: Egypt Workshops		Whatever the Weather Key Question: What is climate? How does it vary in different locations? Enrichment: Making a weather station/ being a weather forecaster		Early Settlers - Trip to Bishops Wood Centre Key Question: What were the early settlements like? How does it differ from our lives today? Enrichment: Tasting of foods that made up the diet of the early settlers	
History		-Find out about everyday lives of people in Ancient Egyptian civilisation -Know where Ancient Egyptians fit within a chronological time frame -Know key characters, dates and events within the time period studied:		Select & record relevant information -Use a range of sources to find out about an event e.g. climate change/flooding -Distinguish between sources of information		Understand the terms BC and AD -Sequence several events -Identify changes in Britain during the Stone Age and compare with life today -Identify reasons for peoples actions -Know about Neolithic hunters and farmers on Skara Brae -Explore representations of the time period through a range of sources
Geography	-Use junior maps, atlases & internet to locate countries -Draw a sketch map from a high view point -Begin to identify points and features on maps -Name and locate countries of UK -Make comparisons between two geographical locations		Explore daily and seasonal weather patterns in the UK and abroad. -Identify human and physical characteristics that affect climate -Use an atlas to name and locate world continents and oceans. -Use fieldwork to observe, measure, record and present weather features of the local area		Use 4 compass points to follow/give directions. -Use letter/number co-ordinates to locate features on a map along with latitude and longitude -Make simple scale drawings -Make a map of route -Recognise symbols and keys on OS maps	
Art	Design Egyptian Death Masks Egyptian Cartouches	Sewing Christmas Decorations	Create a self-portrait using reflection (link to science)	Sketch & Paint Seascape Learn about great artists	Cave Paintings	
DT						Plan, design & create marble maze game (woodwork)
Computing	Coding	Online Safety	Spreadsheets and Graphs	Typing	Email	Branching Databases
Music	Let Your Spirit Fly (Finding the rhythm)	Glockenspiel (Playing an instrument)	Three Little Birds (Performing a song)	The Dragon Song (Discussing styles of music)	Bringing Us Together (Learning musical vocabulary)	Reflect, rewind, replay (Consolidating learning)
RE		Compassion – Caring for others, animals & the environment Community – Unity & Harmony		Choice — Being fair & just Commitment — Remembering routes		Contemplation — Being silent & attentive Commitment - Being courageous & confident
French	All about me Games & Songs		Celebrations Portraits – Colours & Body parts		The four friends — Animals Growing things - Food	