**Year 3 Curriculum Overview**

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| **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| English:  **Books**  The Trouble with Dragons  The Stone Age Boy  Setting description  Stories  Poetry  Recount  **Grammar**  Spelling (see English Appendix 1)  Pupils should be taught to:  use further prefixes and suffixes and understand how to add them  **Spelling – Spelling Shed**  spell further homophones  spell words that are often misspelt (English Appendix 1 | English:  **Books**  The Day the Crayons Quit  Little Island  Informal and formal Letters  Character descriptions  Recount  **Grammar**  place the possessive apostrophe accurately in words with regular plurals [for example, girls’, boys’] and in words with irregular plurals [for example, children’s]  use the first two or three letters of a word to check its spelling in a dictionary  **Spelling- Spelling Shed**  spell further homophones  spell words that are often misspelt | English:  **Books**  The Twits  Valerie Bloom  Character descriptions  Play Scripts  Poems  Playscripts  **Grammar**  write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far.  using the present perfect form of verbs in contrast to the past tense  using fronted adverbials  **Spelling - Spelling Shed**  spell further homophones  spell words that are often misspelt | English:  **Books**  The Heavenly Elephant  Diary Entry  Settings Descriptions  Narrative  **Grammar**  develop their understanding of the concepts set out in English Appendix 2 by:  extending the range of sentences with more than one clause by using a wider range of conjunctions, including when, if, because, although  choosing nouns or pronouns appropriately for clarity and cohesion and to avoid repetition  using commas after fronted adverbials  **Spelling - Spelling Shed**  spell further homophones  spell words that are often misspelt | English:  **Books**  Leon and the Place Between  Advert  Scene Setting  Characterisation  Persuasive Writing  Narrative  **Grammar**  using conjunctions, adverbs and prepositions to express time and cause  using and punctuating direct speech  **Spelling- Spelling Shed**  spell further homophones  spell words that are often misspelt | English:  **Books**  The Iron Man  Newspaper  Narrative  Setting description  Characterisations  **Grammar**  indicate grammatical and other features by:  indicating possession by using the possessive apostrophe with plural nouns  Use and understand the grammatical terminology in English Appendix 2 accurately and appropriately when discussing their writing and reading.  **Spelling - Spelling Shed**  spell further homophones  spell words that are often misspelt |
| Maths:  **Place Value:**  To recognise the value of each digit in a 3-digit number. To compare and order numbers to 1000.  Partitioning and recombining.  **Addition & Subtraction:**  To be able to subtract single-digit and 2-digit numbers from a 3-digit number using apparatus, pictorial representation & formal columnar method.  Estimate the answer to a calculation & use inverse operations.  Solve problems, inc. missing number problems. & more complex addition & subtraction. | Maths: **Addition & Subtraction:**  To be able to subtract single-digit and 2-digit numbers from a 3-digit number using apparatus, pictorial representation & formal columnar method.  Estimate the answer to a calculation & use inverse operations.  Solve problems, inc. missing number problems & more complex addition & subtraction.  **Number-Multiplication & Division:**  Count from 0 in multiples of 4.  Recall & use multiplication & division facts for the 3, 4 & 8 times tables.  To write & calculate mathematical statements for multiplication using the tables that they know, using mental methods. | Maths: **Multiplication &Division:**  To calculate mathematical statements for multiplication & division using formal written methods.  To solve problems, including missing number problems, involving multiplication & division, including positive integer scaling problems. **Length & perimeter:**  To measure, compare add & subtract lengths m/cm/mm.  To measure the perimeter of simple 2-D shapes. | Maths:  **Fractions:**  To count up and down in tenths; recognise, find & write fractions of a discrete set of objects: unit fractions & non-unit fractions with small denominators. **Mass & Capacity:**  To measure, compare, add & subtract: mass (kg/g);  To measure, compare, add & subtract: volume/capacity (l/ml); | Maths:  **Fractions:**  Recognise & use fractions as numbers: unit fractions & non-unit fractions with small denominators; recognise & show, using diagrams, equivalent fractions with small denominators; add & subtract fractions with the same denominator within one whole; compare and order unit fractions, & fractions with the same denominators; solve problems that involve all of the above. **Money:**  To add & subtract amounts of money to give change, using both £ and p in practical contexts. | Maths: **Time:**  To tell & write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour & 24-hour clocks; estimate & read time to the nearest minute; know the number of seconds in a minute & the number of days in each month, year & leap year; compare durations of events. **Geometry-properties of shapes:**  To draw 2-D shapes & make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations & describe them;  Recognise angles as a property of shape or a description of a turn;  Identify right angles, recognise that 2 right angles make a half-turn, 3 make ¾ of a turn and 4 a complete turn; identify whether angles are > or < a right angle;  Identify horizontal & vertical lines & pairs of perpendicular & parallel lines. **Statistics:**  To interpret & present data using bar charts, pictograms & tables.  To solve one-step and two-step questions using information presented. |
| History:  Stone Age to Iron Age | Geography:  Countries of the world | History:  Invaders and Settlers | Geography:  Where does our food come from? | History:  Ancient Egyptians | Geography:  In the Desert |
| Art  Vincent Van Gogh | DT  Sandwich Snacks | Art:  Plant Art | DT:  Making Mini Greenhouses | Art:  Indian Art | DT:  Moving Monsters |
| Science:  Rocks and Soils | Science: Animals including humans (not separated) | Science:  Animals including humans | Science:  Plants | Science:  Forces | Science:  Light, Shadows & Reflections |
| Computing:  My Online Life  Keyboard Adventures | Computing: Rainforests | Computing:  Dancing Robot | Computing:  Programming with Robots | Computing:  Online Detectives | Computing:  Be digitally awesome |
| PE:  Dance  (Creating movements and gesture)  Ball Skills | PE:  Gymnastics  (Body shape and sequencing)  Ball Skills | PE:  (Net/Wall e.g throwing/catching:  Basketball)  Dance | PE:  Gymnastics  (Apparatus)  Games - Badminton | PE:  Games  (Striking/Fielding Games: Rounders  Orienteering | PE:  Athletics  (Running, throwing and jumping)  Rounders |
| Music:  Rhythm, dynamics, pitch, duration and timbre | Music:  Rhythm, dynamics, pitch, duration and timbre | Music:  Rhythm, dynamics, pitch, duration and timbre | Music:  Rhythm, dynamics, pitch, duration and timbre | Music:  Rhythm, dynamics, pitch, duration and timbre | Music:  Rhythm, dynamics, pitch, duration and timbre |
| MFL:  Phonics Lesson 1 Fonetica Lesson 1  Core Vocab  Yo aprendo Espanol  I’m Learning Spanish | MFL:  Los Animales  Animals | MFL:  Los Instrumentos  Instruments | MFL:  La Fruta  Fruits | MFL:  Caperucita Roja  Little Red Riding Hood | MFL:  Caperucita Roja  Little Red Riding Hood |