

Year 3 Curriculum Map

| L No | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--|---|--|--|--|---|---|
| Term overview | Gods & Mortals | Forceful Pharaohs | Tremors | Scrumdiddlyumptious | Running Rivers | Tribal Tales |
| Engage | Greek Workshop | Egyptian Day | In class engage activities Natural History Museum | Year 3 Does Bake Off | Ecology Centre | Historical Detectives Day Butser Farm |
| English | Character Description Diary Greek Myth | Narrative Poetry Letter | Poetry Historical Narrative: Escape from Pompeii Newspaper Report | Recipes Persuasive Letter Narrative: Cloudy With a Chance of Meatballs | Non-chronological Report (leaflet) Narrative: Flotsam | Newspaper Article Narrative: Stone Age Boy Persuasive advert |
| Maths | Place value Addition & subtraction | Addition & subtraction Multiplication & division Consolidation | Fractions Time | Length & perimeter Fractions Consolidation | Multiplication & division Money Statistics | Properties of shape Mass & capacity Consolidation |
| Science | Light | Forces & Magnets, including Sir Isaac Newton | Rocks & Soils | Animals, including Humans | Plants | |
| History | Ancient Greece | Ancient Egypt | | | | Stone Age- Bronze Age |
| Geography | Greece | | Extreme Earth | | Local Area | |
| Art & Design | Greek Art for pots | Drawing & Painting 3D sculpture | Drawing & painting: Japanese Art Collage: Volcanoes Hokusai & Hiroshige artist study | 3D sculpture: chocolate box Collage: fruit & vegetable portraits Textiles: Pop art inspired sundaes Peter Anton & Giuseppe Arcimboldo artist study | Drawing & Painting: observational drawings Collage: animals | Painting & drawing: cave drawings 3D: Tribal masks |
| Music | Gods and Mortals Listen and appraise, Musical games Singing Playing instruments Improvising Composing performing | Forceful Pharaohs Listen and appraise, Musical games Singing Playing instruments Improvising Composing performing | Tremors Listen and appraise, Musical games Singing Playing instruments Improvising Composing performing | Scrumdiddlyumptious Listen and appraise, Musical games Singing Playing instruments Improvising Composing performing | Djembe Drums: Rhythm | Djembe Drums: Rhythm |
| D&T | | Design & Make: Mummy Puppet (structures/mechanisms) | | Design & Make: A Healthy Pizza (food & nutrition) | | Design & Make: Wattle & daub for house-building (textiles) Design & Make: Wool for clothing (textiles) |
| RE | How does faith help us? (Black History Month) Harvest | Christianity: Key People Christmas | Islam: Key People & Sacred Writings | Christianity: Sacred Writings Easter | Hinduism: Key People & Sacred Writings | Judaism: Places & Festivals |
| PHSE and Relationships Education | New Beginnings: Responsibilities in school, contributing to rules, positivity towards challenge | Getting on and Falling out: opinions (giving own & understanding others), understanding difference & anger | Relationships: who is special? How actions affect us, jobs Staying safe: road, water | Good to be me: learning styles, similarities, differences, recognising surprise & assertiveness Staying safe: hygiene (James Lind) | Going for Goals: actions-reactions, how to achieve goals | Changes: how it can improve things & feelings associated with change Confidentiality, acceptable/unacceptable physical contact, healthy eating, rights, growing up |
| PE | Indoor: Gymnastics (stretching, curling, travelling) Outdoor: Games (Hockey) | Indoor: Gymnastics (stretching, curling, travelling) Outdoor: Games (Football) | Indoor: Dance (Charleston) Outdoor: Games (Rugby) | Indoor: Dance (Medley) Outdoor: Outdoor adventurous Activities | Indoor: Swimming Outdoor: Games (cricket & rounders) | Indoor: Swimming Outdoor: Athletics |
| Computing and E-safety | We are programmers: Programming an animation | We are communicators: Communicating safely on the internet | We are opinion pollsters: Collecting & analysing data | We are vloggers: Making & sharing a short screencast presentation | We are presenters: Videoing performance | We are bug fixers: Finding & correcting bugs in programs |