# Clockhouse Primary School Year 3 Curriculum Overview



TERM	AUTUM	N TERM	SPRING TERM		SUMMER TERM		
THEME	Stone Age to Iron Age –		Volcanoes and Earthquakes		The Ancient Greeks		
QUESTION / SCENARIO	Who are our ancestors?		What on Earth is going on?		What did the Ancient Greeks do for us?		
STUNNING STARTER	Den building		Dinosaur bones on the field- Visit from a journalist to explain how to write articles		Groovy Greek Day		
MARVELLOUS MIDDLE	Trip to Barleylands- Stone Age experience		Trip to the Natural History Museum		Holding a year 3 Olympics – classes to have different events to plan organise set up before competing against each other.		
FABULOUS FINISH	Make Stone Age Stew		Children to create a functioning volcano- invite parents in to make them or for explosion		Layer Marney Tower Visit		
POSSIBLE VISITS / VISITORS	Trip to B	arleylands	Visit to Natural History Museum Palaeontologist visit		Portal to the past – Ancient Greeks		
ENGLISH	<u>Core text</u> Stone Age Boy by Satoshi Kitamura	Core text Iron Man by Ted Hughes	Core text Fossil by Bill Thomsom	Core text The Firework Maker's Daughter by Phillip Pullman	Core text Leon and the Space between by Angela McAllister	Core text The King who Banned the Dark by Emily Haworth- Booth	
	Genres covered Setting Description Letter Instructions	Genres covered Poetry Narrative Diary Entry Newspaper report opening TV News Report	Genres covered Narrative Poetry – Kennings	Genres covered Argument Character description Explanation Narrative	Genres covered Setting description Narrative Persuasive leaflet	Genres covered Non-chronological Report Diary entry Journalistic Writing	
MATHS	Count from 0 in multiples of 4, 8, 50 and 100 Find 10 or 100 more or less than a given number Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) Compare and order numbers up to 1000 Round numbers to or 100 Identify, represent and estimate numbers using different representations Read and write numbers up to 1000 in numerals and in words Solve number problems and practical problems involving these ideas. Add and subtract numbers mentally, including:  * a three-digit number and ones  * a three-digit number and tens  * a three-digit number and hundreds  Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction Estimate the answer to a calculation and use inverse operations to check answers  Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables  Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators  Tell the time to the nearest 5 minutes (and nearest minute)						

## Number & Place value

Count from 0 in multiples of 4, 8, 50 and 100
Find 10 or 100 more or less than a given number
Recognise the place value of each digit in a three-digit number
(hundreds, tens, ones)

Compare and order numbers up to 1000 Identify, represent and estimate numbers using different representations

Read and write numbers up to 1000 in numerals and in words Solve number problems and practical problems involving these ideas.

Round numbers to nearest 10 or 100

#### Addition and subtraction

Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction Estimate the answer to a calculation and use inverse operations to check answers

Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction

#### **Number-fractions**

Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators

## Measurement

Measure, compare, add and subtract:); mass (kg/g);

Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight

Know the number of seconds in a minute and the number of days in each month, year and leap year

Compare durations of events [for example to calculate the time taken by particular events or tasks]

Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks

Problem Solving Task: Investigation Build a brick wall.

## **Multiplication and division**

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables

Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

### Measurement

Measure, compare, add and subtract: lengths (m/cm/mm) Measure the perimeter of simple 2D shapes

# Geometry- properties of shape

Draw 2D shapes

Recognise angles as a property of shape of a description of s

Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle

Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

# Geometry- position and direction

Know and use all terms relating to compass directions ('North,' 'North-East,' 'East,' 'South-East,' 'South,' 'South-West,' 'West' and 'North-West') Be able to move between compass directions in half and

#### **Number- fractions**

quarter turns

Add and subtract fractions with the same denominator within one whole [for example, 5/7 + 1/7 = 6/7]

## Measurement

Add and subtract amounts of money to give change, using both  $\pounds$  and p in practical contexts

# **Real life/enterprise style maths:**

Raising money for an area in need (current or through volcano/earthquake).

# Problem Solving Task: Shape & measure

Identifying regular and irregular polygons.

#### **Number- fractions**

Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10

Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators

Recognise and show, using diagrams, equivalent fractions with small denominators

Compare and order unit fractions, and fractions with the same denominators

Solve problems that involve all of the above.

### Measurement

Measure, compare, add and subtract: volume/capacity (ml)

# **Geometry- properties of shapes**

Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them

#### **Statistics**

Interpret and present data using bar charts, pictograms and tables

Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.

Problem Solving Task:
Open ended
Dotty squares

SCIENCE	Forces Animals including Humans		Rocks		Light	
					Plants	
COMPUTING	Coding: Sequence and Animation	Creating Media: Desktop Publishing	Video T	Trailers	Coding: Conditional Events	Computing Systems and Networks: Emailing
	Online Safety To know what cyberbullying is and how to address it.	Online Safety To understand how websites use advertisements to promote products.	Online Safety To understand how to safely send and receive emails. To create strong passwords and understand privacy settings.		Online Safety To understand the effects that some internet use can have on our feelings and emotional wellbeing	Online Safety To explore different ways children can communicate online.
HISTORY	Stone Age to Iron age.		Volcanoes and Earthquakes Children will learn about the impact of historic disasters.		Ancient Greeks Children will learn about the ancient Greek civilisation, compare city states and learn about their belief system.	
GEOGRAPHY	Stone Age to Iron age.  Children will develop their locational knowledge and map skills by looking at where evidence of Prehistoric life in Britain has been found.		Volcanoes and Earthquakes		Britain vs Greece Children will continue to develop their geographical knowledge of the British Isles as well as that of modern day Greece to make a comparison.	
ART AND DESIGN	Drawing / Painting:  Key Skill: Colour mixing, proportional drawing		Drawing / Painting  Painters: J. M. W. Turner, David Tress, Paul Nash and John Constable Key Skill: Landscapes		Drawing / Painting / Sculpture:  Painter: Clarice Cliff Sculpture: Phidias	
DESIGN AND TECHNOLOGY	Textiles Pencil cases		Mechanisms Moving monsters		Structures Making Mini Greenhouses	
RELIGIOUS EDUCATION	2.10 What does it mean to be Hindu?	2.10 What does it mean to be Hindu?	2.1 Why is Jesus important to Christians?	2.5 Why do religious people celebrate?	2.3 How far do people express their faith through the arts?	2.8 What do religions teach about the natural world and why should we care about it?
PHYSICAL EDUCATION	Autumn 1 Fundamentals Unit 5 Dance  Autumn 2 Ball Skills Gymnastics		<u>Spring 1</u> Invasion: Basketball Dance		Summer 1 Invasion: Football Net and Wall:Tennis	
			Spring 2 Invasion: Hockey Science: Fitness		Summer 2 Athletics Striking and Fielding: Cricket .	
MUSIC	Sing Up		Sing Up		Sing Up	
	Nao chariya de and Mingulay boat song (listen / sing)		Latin Dance - Ukulele 1 (listen / play / sing / compose)		Fly with the Stars - Ukulele 2 (listen / play / sing / compose)	
	Christmas Songs (singing)				End of Yea (Sing	

PSHE	Relationships: The New School Year; Recognising respectful behaviour; and the importance of self-respect.  Character Education Lesson- Integrity	Living in the Wider World: Different Jobs and Future Aspirations.  Character Education Lesson- Resilience	Living in the Wider World: What are the risks associated with money?  Character Education Lesson- Values	Relationships: What makes a family?  Personal Boundaries and safely responding to others. Character Education Lesson- Teamwork	Health and Wellbeing:  Risks and Hazards including safety in the local environment.  Character Education Lesson-Community	Health and Wellbeing: What affects feelings? How do we express how we feel?  Health and Wellbeing: Managing Transition and considering our personal strengths and achievements.  Character Education Lesson- Self-Awareness
LIFE SKILLS	To tie sl	To tie shoelaces To make a cup of tea and coffee (tepid water)		To use money to pay for something.		
PRIMARY LANGUAGES	Unit 1 – Moi (All about me) Languages that we speak Language portraits Names Families Numbers up to 10 How old are you?	Unit 2 – Jeux et chansons (Games and songs) The Farmer's in his Den Numbers 0 to 10 Clapping games Numbers to 20 Board games	Unit 3 – On fait la fete (Celebrations) Look at me Happy birthday Party games Come to my party Sports day	Unit 4 – Portraits  Body parts  Colours  Drawing a face  Monsters  Guess who?	Unit 5 – Les quatre amis (The four friends) The four friends Animal characters Animal colours Animal chorus Animals on show	Unit 6 – Ca pousse! (Growing things) In the vegetable garden Jack and the beanstalk Retelling a story At the market Buying vegetables
HOME LEARNING QUESTS	Design and make their favourite Stone Age home  A stone age timeline with the important events and changes that occurred during this time  Create a mini stone age village or Stonehenge with information they have learnt  Create a powerpoint presentation of all the facts and information they have learnt		Create an information text about volcanoes  Research the skeleton of a dinosaur and create this using a cut out of the dinosaur and cotton buds to represent the skeleton or make salt dough and create an image of the bones.  Create a fact file about a dinosaur and include important factual information about it  Learn about a famous palaeontologist (Mary Anning) or about the role of a palaeontologist		Research the Ancient Greek Olympics and compare to the modern day Olympics.  Research about the Ancient Greek Olympics and design your own Olympic games based on the information you have discovered.  Draw or create a 3D model of the Ancient Greek including facts about the life of an ancient Greek – clothes, food, jobs etc.  Research and create a model of a famous Greek building – pantheon, coliseum.	