

Clockhouse Primary School
Year 3 Curriculum Overview



TERM	AUTUMN TERM		SPRING TERM		SUMMER TERM	
THEME	Stone Age to Iron Age –		Volcanoes and Earthquakes		The Ancient Greeks	
QUESTION / SCENARIO	<i>Who are our ancestors?</i>		<i>What on Earth is going on?</i>		<i>What did the Ancient Greeks do for us?</i>	
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 Kent Life		VR workshop		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		Call of the Wild Visit	
POSSIBLE VISITS / VISITORS	Trip to Barleylands		Visit to Natural History Museum		Portal to the past – Ancient Greeks	
ENGLISH	<u>Core text</u> Stone Age Boy by Satoshi Kitamura	<u>Core text</u> How to wash a woolly mammoth by Michelle Robinson	<u>Core text</u> The King who Banned the Dark by Emily Haworth-Booth	<u>Core text</u> The Firework Maker's Daughter by Phillip Pullman	<u>Core text</u> Leon and the Space between by Angela McAllister	<u>Core text</u> Iron Man by Ted Hughes
	<u>Genres covered</u> Letter Informal letter to inform Instructions How to guide	<u>Genres covered</u> Information text Non- chronological report – Pre-historic animals Poetry performance	<u>Genres covered</u> Narrative Information text Journalistic	<u>Genres covered</u> Persuasive text Letter Narrative retell	<u>Genres covered</u> Description Setting Character Narrative Create new setting	<u>Genres covered</u> Information text Non-chronological report - Greek mythical creature Recount Diary Poetry Kennings
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 <i>Round numbers to nearest 10 or 100</i> 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. <i>Round numbers to nearest 10 or 100</i> 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]	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 turn 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 <i>Know and use all terms relating to compass directions ('North,' 'North-East,' 'East,' 'South-East,' 'South,' 'South-West,' 'West' and 'North-West')</i> <i>Be able to move between compass directions in half and quarter turns</i> Number- fractions 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 £ and p in practical contexts	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

		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.					
SCIENCE	Animals including Humans To identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. To identify that humans and some other animals have skeletons and muscles for support, protection and movement.	Rocks To compare and group together different kinds of rocks on the basis of their appearance and simple physical properties. To describe in simple terms how fossils are formed when things that have lived are trapped within rock. To recognise that soils are made from rocks and organic matter.	Forces To compare how things move on different surfaces. To notice that some forces need contact between two objects, but magnetic forces can act at a distance	Forces To compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials. To describe magnets as having two poles. To predict whether two magnets will attract or repel each other, depending on which poles are facing. To observe how magnets attract or repel each other and attract some materials and not others.	Plants To identify and describe the functions of different parts of flowering plants. To explore the requirements of plants for life and growth. To investigate the way in which water is transported within plants. To explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.	Light To recognise that they need light in order to see things and that dark is the absence of light. To notice that light is reflected from surfaces To recognise that light from the sun can be dangerous and that there are ways to protect their eyes. To recognise that shadows are formed when the light from a light source is blocked by an opaque object. To find patterns in the way that the size of shadows change.	
	COMPUTING		Coding: Sequence and Animation Online Safety To know what cyberbullying is and how to address it.	Digital Media: Animation Online Safety To understand how websites use advertisements to promote products.	Creating Media: Desktop Publishing Online Safety To understand how to safely send and receive emails. To create strong passwords and understand privacy settings.		Coding: Conditional Events Online Safety To understand the effects that some internet use can have on our feelings and emotional wellbeing
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	<u>Autumn 1</u> Ball Skills Football 1 week of swimming <u>Autumn 2</u> Fundamentals Dance		<u>Spring 1</u> Net and Wall: Tennis Gymnastics <u>Spring 2</u> Outdoor Adventure Activities Dance		<u>Summer 1</u> Invasion: Basketball Science: Fitness <u>Summer 2</u> Athletics Striking and Fielding: Cricket .	
MUSIC	Sing Up Nao chariya de and Mingulay boat song (listen / sing) Christmas Songs (singing)		Sing Up Enchanted Forest - Recorder 1.1 (listen / play / sing / compose)		Sing Up Enchanted Forest – Recorder 1.2 (listen / play / sing / compose) End of Year Assembly (Singing)	
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 shoelaces		To make a cup of tea and coffee (tepid water)		To use money to pay for something.	
PRIMARY LANGUAGES	<u>Unit 1 – Moi (All about me)</u> Languages that we speak Language portraits Names Families Numbers up to 10 How old are you?	<u>Unit 2 – Jeux et chansons (Games and songs)</u> The Farmer's in his Den Numbers 0 to 10 Clapping games Numbers to 20 Board games	<u>Unit 3 – On fait la fête (Celebrations)</u> Look at me Happy birthday Party games Come to my party Sports day	<u>Unit 4 – Portraits</u> Body parts Colours Drawing a face Monsters Guess who?	<u>Unit 5 – Les quatre amis (The four friends)</u> The four friends Animal characters Animal colours Animal chorus Animals on show	<u>Unit 6 – Ça pousse! (Growing things)</u> 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.	

Note where specific objectives are not referenced above, refer to the National Curriculum or related documents