	YEAR 3							
YEAR 3	TOPIC(S) / British Value / 50 Things	ANCIENT CHINA SHANG DYNASTY  British Value Respectful  50 Things  13 Learn a new language 18.Make an exploding volcano 31. Receive an award from school 34. Take part in a sporting competition	ANCIENT CHINA SHANG DYNASTY  British Value Rule of Law  50 Things 13 Learn a new language 31. Receive an award from school 34. Take part in a sporting competition 39. Sing in public	'STICKS AND STONES' STONE AGE TO THE IRON AGE  British Value Democracy  50 Things  10. Teach someone a new skill  13 Learn a new language 31. Receive an award from school  34. Take part in a sporting competition	'STICKS AND STONES' STONE AGE TO THE IRON AGE ENGLAND  British Value Individual Liberty  50 Things 8. Dress up for World Book Day 13 Learn a new language 31. Receive an award from school 33. Swim a length of the pool (25metres) 34. Take part in a sporting	'AROUND THE WORLD' Countries and Weather of the world  British Value Tolerance  50 Things 13 Learn a new language 31. Receive an award from school 34. Take part in a sporting competition	LOCAL AND NON BRITISH SMUGGLERS (Comparison study between England and North America)  British Value Law Abiding  50 Things 13 Learn a new language 31. Receive an award from school 34. Take part in a sporting competition 39. Sing in public	
	ENGLISH	READING SPINE  'The Firework Maker's Daughter' by Philip Pullman  WRITING TO ENTERTAIN  Character/Setting  description  Journey Story	READING SPINE  'Where the Mountain Meets the Moon' by Grace Lin  WRITING TO INFORM  Report about Shang Dynasty  WRITING POETRY  Diamante Poems Winter	READING SPINE  'Stone Age Boy' by Satoshi Kitamura  WRITING TO ENTERTAIN Diary entries Historical Story	READING SPINE  'Alphonso and the Stone Age Mystery' by  WRITING TO PERSUADE Posters persuading people to save Stonehenge.  WRITING POETRY Simile Poems Word Play Poems Flint by Christina Rossetti	READING SPINE  'Around the World in Eighty Days' by Jules Verne  WRITING TO INFORM  Country Fact Files Non chronological reports	READING SPINE  'Moonfleet' by John Meade Faulkner  WRITING TO ENTERTAIN/ PERSUADE  Setting and Character Descriptions. Smugglers Court Trial  WRITING POETRY Haiku Up & Down Poem The River by Cynthia Buhain Baello	
YEAR 3	MATHS	NUMBER: Place Value NUMBER Addition and Subtraction NUMBER: Multiplication and Division		NUMBER: Multiplication and Division  MEASUREMENT: Money  STATISTICS  MEASUREMENT: Length and Perimeter  NUMBER: Fractions		NUMBER: Fractions MEASUREMENT: Time GEOMETRY: Properties of Shapes MEASUREMENT: Mass and Capacity		

		FORCES ANI	D MAGNETS	ROCKS		PLANTS		
	SCIENCE	FORCES AND MAGNETS  Compare how things move on different surfaces Notice that some forces need contact between two objects, but magnetic forces can act at a distance Observe how magnets attract or repel each other and attract some materials and not others 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 Describe magnets as having two poles Predict whether two magnets will attract or repel each other, depending on which poles are facing.  LIGHT Recognise that they need light in order to see things and that dark is the absence of light Notice that light is reflected from surfaces Recognise that light from the sun can be dangerous and that there are ways to protect their eyes Recognise that shadows are formed when the light from a light source is blocked by an opaque object		ROCKS  Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties  Describe in simple terms how fossils are formed when things that have lived are trapped within rock  Recognise that soils are made from rocks and organic matter.		Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant Investigate the way in which water is transported within plants Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.  ANIMALS, INCLUDING HUMANS  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 Identify that humans and some other animals have skeletons and muscles for support, protection and movement.		
	S	Find patterns in the way that	the size of shadows change.					
	PSHE	BEING ME IN MY WORLD Understand why rules are needed and how to face a challenge positively.	CELEBRATING DIFFERENCE To give and receive compliments and know how this feels.	CHANGING ME Evaluate my own learning and identify how it can be better next time.	HEALTHY ME Identify things, people and places that I need to keep safe from and who I can go to for help.	RELATIONSHIPS  Explain how some of the actions and work of people around the world help and influence my life.	DREAMS AND GOALS Identify changes in myself and others as part of getting older.	
		COLOUR TEXTURE	DRAWING FORM	TEXTURE, COLOUR, DRAWING	TEXTURE. COLOUR. FORM	PATTERN DRAWING COLOUR	DRAWING	
	ART AND DESIGN	Edvard Munch's 'The Scream' series was inspired by the eruption of Krakatoa in 1883.  Experiment with sand, PVA and paint to create a variety of textures of fire and ash.  Design and paint (on card) a modern day version of Edvard Munch's 'The Scream'.	Research the Terracotta Army.  Draw the whole person from observation in different poses.  Design a modern day terracotta warrior.  Make terracotta warrior from clay.	Stone Age man invented the needle!  Research, design and make a bag suitable for a hunter or a gatherer. Bags were typically circle shaped with holes punched at regular intervals for threading.  Children can dye the fabric and can create colours mixed from yellow, red, black and white	Research, design and make Stone Age jewellery from clay.  Clay beads can be rolled, pierced, painted and strung together.  Clay pendants can be fashioned using larger pieces of clay, engraved, painted and pierced at the top.  Natural pigments of the time were yellow, red, black and white.	Research & draw patterns in nature including spirals and tessellations. Research abstract artists who use repeating patterns including: William Morris, Owen Jones, Annie Albers and Damien Hirst.  Use research to create an abstract painting which includes a form of pattern.	Practise drawing faces, learn how to accurately place facial features. Use a range of drawing media. Start with quick line drawings and build in time to include shading. What techniques create mood?  Children partner up & pose for a Smugglers Wanted Poster. Children choose media & work on A3 or larger.	
		PROGRAMMING	COMPUTATIONAL THINKING	CREATIVITY	COMPUTER NETWORKS	COMMUNICATION / COLLABORATION	PRODUCTIVITY	
		3.1 We are programmers	3.2 We are bug fixers  Finding and correcting bugs	3.3 We are presenters  Videoing performance	3.4 We are vloggers  Making and sharing a short	3.5 We are communicators	3.6 We are opinion pollsters  Collecting and analysing	
YEAR 3	COMPUTING	Programming a an animation Scratch/Scratch Jr/Pyonkee	in programs  Scratch/Snap!/Pyonkee	Movie Maker/iMovie	screencast presentation  Google/PowerPoint/QuickTi  me Player/screencast-o-  matic/	Communicating safely on the internet  Email system/Skype/Google Hangouts/PowerPoint/	data Google Forms/j2Data/Google Sheets and Google Slides/	
YE	S				Explain Everything/Adobe Voice	Google Slides	InspireData/ExceI/Word	

TECHNOLOGY	Small scale Shang Dynasty chariot- axles and linkages.  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design  Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately  Evaluate their ideas and products against their own design		Generate, develop, model of through discussion, annotated exploded diagrams, proto computer-o Select from and use a wid components, including constr ingredients, according to the aesthetic	Light house linked to circuits, switch use research and develop design criteria of innovative, functional, appealing proceed and develop design of innovative, functional, appealing proceeding purpose, aimed at particular individual struction materials and anstruction materials, textiles and an their functional properties and effic qualities arrange of tools and equipment to		gn criteria to inform the design ealing products that are fit for ular individuals or groups  ler range of materials and ruction materials, textiles and eir functional properties and equalities
DESIGN AND TECHN	Understand and use mechanical systems in their products [for		perform practical tasks [for example, cutting, shaping, joining and finishing], accurately  Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work  Apply their understanding of how to strengthen, stiffen and		Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	
GEOGRAPHY	Mountains, Volcanoes and Earthquakes (Asia) To describe and understand key aspects of physical geography including mountains, volcanoes and earthquakes. To focus of Asia physical geography.		reinforce more co	To locate geographical regions and their identifying human and physical characteristics, key topographical features including hills, mountains, coast) and land-use patterns; and understand how some of these aspects have changed over time.  To focus on local area:  Stonehenge	To use maps, atlases and globes and digital/computer mapping to locate countries and describe features studied. To describe and understand key aspects of physical geography including climate zones, biomes and vegetation belts.  Orienteering Skills	
HISTORY		The achievements of the earliest civilizations:  To know where and when.  The Shang timeline Farming and Food Writing and the Shang calendar Technology Warfare Worship Cities Music Remembrance week.	To understand the changes in Britain from the Stone Age to the Iron Age: Examples: Late Neolithic huntergatherers and early farmers Bronze Age religion, technology and travel, for example Stonehenge Iron Age hill forts: tribal kingdoms, farming, art and culture.			A local study about a local smuggler (Isaac Gulliver). A comparison study with Jean Lafitte (French pirate/privateer operating in the Caribbean and in American waters from his havens in Texas and Louisiana during the 1810s)  Link with Geography
LANGUAGES	Unit 1 Bonjour  Saying hello and goodbye Asking and saying your name Asking and saying how you are Nouns (musical instruments) Numbers 1-10	Unit 1 Bonjour  Saying hello and goodbye Asking and saying your name Asking and saying how you are Nouns (musical instruments) Numbers 1-10	Unit 2 En Classe  Classroom objects Colours Saying your age Classroom instructions	Unit 2 En Classe  Classroom objects Colours Saying your age Classroom instructions	Unit 3 Mon corps  Introducing parts of the body Describing eyes and hair Days of the week Character descriptions	Unit 3 Mon corps  Introducing parts of the body Describing eyes and hair Days of the week Character descriptions

()	Let your spirit fly	Glockenspiel 1	Three little Birds	The Dragon Song	Bringing Us Together	Reflect, rewind and replay
MUSIC						
	DANCE	GYMNASTICS	SWIMMING		DANCE	GYMNASTICS
	To perform dances using a	To develop flexibility,	To begin to swim competently	y, confidently and proficiently	To perform dances using a	To develop flexibility,
	range of movement patterns.	strength, technique, control	over a distance of	at least 25 meters.	range of movement patterns.	strength, technique, control
	To evaluate and improve	and balance.	To begin perform	n safe self-rescue.	To evaluate and improve	and balance.
	own performance.	To evaluate and improve			own performance.	To evaluate and improve
L		own performance.				own performance.
	GAMES			MES	GAMES	
	To play competitive games and apply basic principles		To run, jump, throw and catch.		To take part in outdoor and adventurous challenges both	
ᇤ	suitable for attacking and defending.		To play games competitively using attacking and defending		individually and within a team.	
			skills.			
	THEME: Diwali	THEME: Christmas	THEME: Jesus' Miracles	THEME: Easter - Forgiveness	THEME: Hindu Beliefs	<b>THEME:</b> Pilgrimage to the River Ganges
	KEY QUESTION: Would	KEY QUESTION: Has	KEY QUESTION: Could Jesus	KEY QUESTION: What is	KEY QUESTION: How can	
	celebrating Diwali at home	Christmas lost its true	rally heal people? Were	'good' about Good Friday?	Brahman be everywhere and	KEY QUESTION: Would visiting
	and in the community bring	meaning?	these miracles or is there		in everything?	the River Ganges feel specia
	a feeling of belonging to a		some other explanation?			to a non-Hindu?
	Hindu child?				THEME: Sharing and	
					Community	THEME: Prayer and Worship
	THEME: The Amrit Ceremony					
	and the Khalsa				KEY QUESTION: Do Sikhs think	<b>KEY QUESTION:</b> What is the
	KEY CHECKION D				it is important to share?	best way for a Sikh to show
	KEY QUESTION: Does joining					commitment to God?
器	the Khalsa make a person a					
	better Sikh?					