



Park View Primary School

Curriculum Overview for Year 3



PSHE - developing the whole child and modern British values

<p>New Beginnings:</p> <ul style="list-style-type: none"> How to develop, celebrate and maintain a variety of healthy relationships, within a range of social/cultural contexts To value their gifts and talents How to recognise and manage emotions within a range of relationships <p>Getting on and falling out:</p> <ul style="list-style-type: none"> Consider the qualities of becoming good friends Practise using 'peaceful problem solving' How to respect equality and diversity in relationships. 	<p>Going for Goals:</p> <ul style="list-style-type: none"> Taking responsibility Persistence (keeping going) Resilience: Setting and achieving goals <p>Good to be me:</p> <ul style="list-style-type: none"> Understanding feelings – how they lead us to behave the way we do Self-awareness – feeling good about myself Managing my feelings; standing up for myself 	<p>Relationships:</p> <ul style="list-style-type: none"> Respect for self/others and the importance of responsible behaviours & actions. About rights and responsibilities as members of groups and as citizens. To respect equality and to be a productive member of a diverse community. <p>Changes:</p> <ul style="list-style-type: none"> Talk about opinions and explain views that affect themselves and society Recognise how people's emotions change as they grow up and how to deal with feelings towards themselves, family and others in a positive way Celebrate the range of national, regional, religious and ethnic identities Reflect how actions affect themselves and others and to try to see things from others' points of view
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English	Art & Design	Computing	P.E.
<p>Reading</p> <ul style="list-style-type: none"> Use knowledge to read 'exception' words Read range of fiction & non-fiction Use dictionaries to check meaning Prepare poems & plays to perform Check own understanding of reading Draw inferences & make predictions Retrieve & record information from non-fiction books Discuss reading with others <p>Writing</p> <ul style="list-style-type: none"> Use prefixes & suffixes in spelling Use dictionary to confirm spellings Write simple dictated sentences Use handwriting joins appropriately Plan to write based on familiar forms Rehearse sentences orally for writing Use varied rich vocabulary Create simple settings & plot Assess effectiveness of own and others' writing <p>Grammar</p> <ul style="list-style-type: none"> Use range of conjunctions Use perfect tense Use range of nouns & pronouns Use time connectives Introduce speech punctuation Know language of clauses <p>Speaking & Listening</p> <ul style="list-style-type: none"> Give structured descriptions Participate activity in conversation Consider & evaluate different viewpoints 	<ul style="list-style-type: none"> Use sketchbooks to collect, record and evaluate ideas Identify interesting aspects of objects as a starting point for work Use a range of modelling materials and tools, choosing the one most appropriate Take photographs and explain their creative vision Use a range of artistic vocabulary to compare artworks Copy and create patterns and textures with a range of paints 	<ul style="list-style-type: none"> Design & write programs to achieve specific goals, including solving problems Use logical reasoning to explain how a simple algorithm works Understand computer networks and use software and search engines effectively Recognise which information is suitable for their topic Use internet safely and appropriately becoming discerning in evaluating digital content Collect and present data appropriately 	<ul style="list-style-type: none"> Compare, develop and adapt movements and motifs to create movement patterns Play competitive games working effectively in a team to safely navigate to familiar places, solving problems and evaluating their performance Create/perform a sequence of movement showing good balance and body tone Demonstrate a range of throwing techniques, showing accuracy and power and perform a range of jumps, sometimes with run ups

Maths	Design & Technology	Geography	R.E.
<p>Number/Calculation</p> <ul style="list-style-type: none"> Learn 6, 7, 8 & 9x tables Secure place value to 100 Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits Written column addition & subtraction Solve number problems, including multiplication & simple division and missing number problems <p>Geometry & Measures</p> <ul style="list-style-type: none"> Measure & calculate with metric measures Measure simple perimeter Add/subtract using money in context Use Roman numerals up to XII; tell time Calculate using simple time problems Draw 2-d / Make 3-d shapes Identify and use right angles Identify horizontal, vertical, perpendicular and parallel lines <p>Fractions & Decimals</p> <ul style="list-style-type: none"> Use & count in tenths Recognise, find & write fractions Recognise some equivalent fractions Add/subtract fractions up to <1 Order fractions with common denominator <p>Data</p> <ul style="list-style-type: none"> Interpret bar charts & pictograms 	<ul style="list-style-type: none"> Create a shell or frame structure using diagonal struts to strengthen create and use simple gears, pulleys, cams, levers and linkages Plan which materials will be needed for a task and explain why Share ideas through words, labelled sketches and models, recognising that designs have to meet a range of needs Use a range of cooking techniques 	<ul style="list-style-type: none"> Draw/sketch maps and plans using agreed symbols for a key Describe and compare different features of human and physical geography of a place, including observe, measure and record Locate geographical features on an map or atlas Use technical and geographical vocab to describe geographically processes Identify how people both damage and improve the environment Use the 8 point compass to describe a location 	<ul style="list-style-type: none"> Continue to follow locally-agreed syllabus for RE See RE LTP (separate document)

Curriculum Themes:	Science	History	Music	Languages (French)
<ul style="list-style-type: none"> Tremors Mighty Metals Gods and Mortals (The Greeks) Heroes and Villains (local study) Flow Predator 	<ul style="list-style-type: none"> Plants, incl. parts, lifecycle and requirements for life Animals: skeletons & nutrition Classification of rock types Simple understanding of fossilisation Sources of light; shadows & reflections Simple forces, including magnetism 	<p>British History (taught chronologically)</p> <ul style="list-style-type: none"> Stone Age to Iron Age Britain Ancient Rome - Pompeii <p>Broader History Study</p> <ul style="list-style-type: none"> A local history study Ancient Greece - A study of Ancient Greek life 	<ul style="list-style-type: none"> Use voice & instruments with increasing accuracy, control and expression Create and repeat extended rhythmic patterns, vocally or using clapping Sign songs both confidently as a solo or in a group Compare and contrast 2 pieces of music on the same theme Use standard and invented symbols to represent sounds 	<ul style="list-style-type: none"> Speak in simple sentences using familiar vocabulary Listen, engage, ask & answer questions Develop appropriate pronunciation Show understanding of words & phrases Appreciate different stories, songs, poems & rhymes