



Year Three

Spring Term Curriculum Plan

English

Reading:

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

Writing:

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

Grammar:

Use range of conjunctions
Use perfect tense
Use range of nouns & pronouns
Use time connectives
Introduce speech punctuation
Know language of clauses

Speaking & Listening:

Give structured descriptions
Participate activity in conversation
Consider & evaluate different viewpoints

Maths

Number/Calculation:

Learn 6, 7, 8 & 9x tables
Solve number problems, including multiplication & simple division and missing number problems

Geometry & Measures:

Measure simple perimeter

Fractions and Decimals:

Recognise, find & write fractions
Recognise some equivalent fractions; Add/subtract fractions up to <1
Order fractions with common denominator

Data:

Interpret bar charts, tables & pictograms

Computing

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

Topics

Gods and Mortals;
Heroes and Villains

RE

Easter

PSHE/SMSC

Keeping Myself Safe:

- Managing risk
- Drugs and their risks
- Staying safe online

Rights and Responsibilities:

- Skills we need to develop as we grow up
- Helping and being helped

Geography

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 a map or atlas
Draw/sketch maps and plans using agreed symbols for a key
Locate geographical features on a map or atlas

Design and Technology

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

PE

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

Science

Sources of light; shadows & reflections

History

Ancient Greece

French

Develop appropriate pronunciation; Show understanding of words & phrases; Appreciate different stories, songs, poems & rhymes; write phrases from memory

Art and Design

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
Use a range of artistic vocabulary to compare artworks and explain their creative vision; Copy and create patterns and textures with a range of paints

Music

Use voice & instruments with increasing accuracy, control & expression
Create and repeat extended rhythmic patterns, vocally or using clapping
Sign songs both confidently as a solo or in a group; Compare & contrast 2 pieces of music on the same theme; Use standard and invented symbols to represent sounds