## **Curriculum Overview for Year 3 – William Amory Primary 2018-2019**

#### **English**

#### Writing

- To plan a piece of writing by discussing
   To develop a positive attitude texts similar to the one they are going to write, looking at language, structure, vocabulary and grammar.
- To draft and write by composing and rehearsing sentences orally; progressively building a varied vocabulary and an increasing range of sentence structures.
- To understand and be able to edit their work by assessing the effectiveness of their own and others' writing; proofread for spelling and punctuation errors

#### Reading

- towards reading and understand what I read by listening to and reading a wide range of books including fiction, non-fiction and 

  To develop understanding and poetry.
- To develop questioning skills to improve understanding of a text 

  To develop understanding of and to identify how the language and structure of a text can contribute/change the meaning.
- To understand and be able to used and apply dictionary skills to help aid my understanding of words.

#### • Grammar

- To develop understanding by extending sentences using a wider range of conjunctions e.g. however because, although etg
- chose the correct nouns and pronouns to avoid repetition.
- punctuation and when to use commas, apostrophes and direct
- To use and understand the grammatical terminology.

# **Art & Design**

- Colour and composition. Impressionism: Monet
- Primary/secondary colours colour wheels
- Abstract Art: Kandinski
- Cave painting
- Colour mixing; Colour and Mood; different medium and techniques including collage
- Spring theme other artists flowers prayer mat observation skills, sketching, portraits
- Egyptian art including pattern and jewellery.

## **Computing**

- Use technology safely, responsibly and respectfully.
- Keyboard skills
- Sequencing
- Understand how a computer works and its unctions, save, logging on, internet searching etc.

# **Mathematics**

- Place Value Addition and Subtraction

Number

- Multiplication and Division.
- Times tables, x2, x4, x5, x10, x50, x100
- Fine 10 more/less and 100 more/less than a given number
- Fractions- add/subtract fractions with the same denominator, and dividing into 10 equal parts (tenths)

- Measure
- To compare add and subtract: lengths; mass; volume/capacity.
- To measure the perimeter of a simple 2D shape
- Tell and write the time of analogue and digital clocks
- Know the number of seconds in a minute and minuets in hours
- Know the number of days in each month.

- Geometry
- To draw 2D and 3D shapes
- Recognise angles as the property of shapes or description of a turn
- Identify vertical and horizontal lines and pairs of parallel and perpendicular lines.
- Recognise right angles; two right angles make half a turn.

## **Design & Technology**

- Design, make and evaluate
- Cooking and nutrition, be able to prepare and cook food safely
- How to apply nutrition and healthy sating to when cooking
- Food hygiene/safety
- Stone age weapons ard making
- 3D nets, Egyptian pyramids

#### Geography

- Geographical skills: ma) work and knowledge of the world and the local area.
- Earthquakes and Volcanoes and the process/causes
- Development of map work
- Rainforests

#### Modern Languages

- Spanish
- Compound, complex and simple sentences.
- Singular and plural nouns.
- Capital cities.
- Formal and informal greetings.

#### Music

- Recorder: Listening and singing
- Performance Recorder, listening and singing
- Composition and performance
- **Rock** steady

### Science

- Animals including human, muscular/skeletal system and habitats/nutrients to grow and survive.
- Rocks, how fossils are formed, different rock types and their properties.
- Light, recognising we need light to see, how shadows are created, reflections and light safety.
- Forces and magnets. How things move on different surfaces and predict whether magnets will repel or attract something. Describe magnets as having two poles
- Plants: parts of a plant, requirements for life

### **History**

- Early Man/Stone Age, farming are and culture.
- Bronze Age/Iron Age, Stonehenge, the development of technology and travel.
- Ancient Egypt, life in the Egyptian era, pyramids tools, farming, housing and hierarchy.

#### Physical) **Education**

- Exploration of **moveme** t and expression through dance and gypmastics.
- Swimming
- **Athletics**
- The development of ball skills and team skills.

### Religious

## **Education**

- Judaism and The Old Testament Rules/ Ten Commandments; symbols and Signs and customs and traditions
  - Christianity in our society; life of Jesus and what it means to be a Muslim Mohammed eation Stories, Hinduism, Gods, similarities and differences in religious traditions.

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