



Writing Narrative Write stories of adventure. Write stories of mystery and suspense. Write letters. Write plays. Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum. Non-fiction Write recounts. Write persuasively. Write non-chronological reports. Write arguments.	Explore numbers and place value so as to read and understand the value of all numbers. Add and subtract using efficient mental and formal written methods. Multiply and divide using efficient mental and formal written methods. Use the properties of shapes and angles in increasingly complex and practical contexts, including in construction and engineering contexts. Describe position, direction and movement in increasingly precise ways. Use and apply measures to increasingly complex contexts. Gather, organise and interrogate data.	Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history.
	Science Biology Plants Look at the function of parts of flowering plants, requirements of growth, water transportation in plants, life cycles and seed dispersal. Evolution and inheritance Animals and humans Look at nutrition, transportation of water and nutrients in the body, and the muscle and skeleton system of humans and animals. Chemistry Rocks and fossils Compare and group rocks and describe the formation of fossils. Physics Light Look at sources, seeing, reflections and shadows. Forces and magnets Look at contact and distant forces, attraction and repulsion, comparing and grouping materials. Look at poles, attraction and repulsion.	Computing Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selections and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs. Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs. Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.
	Reading Read and listen to a wide range of styles of text, including fairy stories, myths and legends. Listen to and discuss a wide range of texts. Take part in conversations about books. Use the school and community libraries. Communication Engage in meaningful discussions in all areas of the curriculum. Listen to and learn a wide range of subject specific vocabulary. Through reading identify vocabulary that enriches and enlivens stories. Speak to small and larger audiences at frequent intervals. Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English. Listen to and tell stories often so as to internalise the structure.	Design & Technology Design Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Make Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Evaluate Investigate and analyse a range of existing products. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
Mathematics Count and calculate in increasingly complex contexts, including those that cannot be experienced first hand. Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing. Deepen conceptual understanding of mathematics by frequent repetition and extension of key concepts in a range of engaging and purposeful contexts.	Working Scientifically Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.) Art & Design Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.	Technical knowledge Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.



Year Three Class

Hampton Dene Primary School

Key Stage 2

Cooking and nutrition

Understand and apply the principles of a healthy and varied diet.

Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.

Geography

Locate the geographic zones of the world.

Understand the significance of the geographic zones of the world.

Describe and understand key aspects of:

- physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes and the water cycle
- human geography, including: settlements, land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals and water supplies.

Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs and digital technologies.

History

Changes in Britain from the Stone Age to the Iron Age.

Early Civilizations achievements and an in-depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty.

Language

In the chosen modern language:

- Speak
- Read
- Write.

Look at the culture of the countries where the language is spoken.

Music

Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression.

Improvise and compose music using the inter-related dimensions of music separately and in combination.

Listen with attention to detail and recall sounds with increasing aural memory.

Use and understand the basics of the stave and other musical notations.

Appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musicians and composers.

Physical Education

Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable for attacking and defending.

Take part in gymnastics activities.

Take part in athletics activities.

Perform dances.

Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.

Additional Content

RE Y3 Key Questions

Aut

LKS2 2.7 What does it mean to be a Christian in Britain today?

Spr

LKS2 2.1 What do different people believe about God? Christian/Hindu focus

LKS2 2.5 Why are festivals important to religious communities? Easter

Sum

LKS2 2.4 Why do people pray?

LKS2 2.2 Why is the so Bible important for Christians today?

RE Aims

Aims

Know about and understand a range of religions and world views.

Express ideas and insights about the nature and significance and impact of religions and world views.

Gain and deploy the skills needed to engage seriously with religions and world views.

LKS2 Science

Y3

Rocks

Light

Forces and magnets

Plants

Animals, including humans

Y4

States of matter

Sound

Electricity

Living things and their habitats

Animals, including humans

Art Year 3 Contexts

Portraying Relationships-
Drawing/Painting/Photography
Thomas Gainsborough/David Hockney :
Investigating Pattern-
Textiles/Printing:
Can we change Places-
3D/Photography
Picasso/Karel Appel/Kurt Schwitters

Brave Explorers

Brave Explorers show
>Independence and Courage
>Resilience and Adaptability
>Imagination and Making Connections
>Good Team Work

Each class will have its own goals to aim at for the end of the year.

DT Year 3

3/4 A -□Textiles - 2-D shape to 3-D product :
□□

3/4 B -□Food - Healthy and varied diet