

English

To understand that instructions are written as sequenced, chronological steps.

To write a non-chronological report using sub-headings to organise my ideas into paragraphs.

To use adverbials to give details of manner and time.

To locate specific information within a non-fiction text using a range of organizational devices. For example, using contents and index pages or using sub-headings within a report.

To add a range of suffixes to root words to create word families. For example: hope, hopes, hoped, hoping, hopeful.

To develop a cursive style of handwriting.

Science

To understand that humans and some other animals have skeletons and muscles for support, protection and movement.

MFL

To learn the name and article gender for 10 different musical instruments.

To use "Je joue..." (I play)

PE

To use batting and fielding techniques in small-sided cricket and rounders games.

To improve athletic skills.

Art

To use observational drawing skills to produce a piece of Pop Art inspired artwork.



Year 3 Curriculum Summer 1 2022

In Year 3 we are learning...

Topic

To know some examples of the earliest civilisations, e.g. Ancient Sumer, Ancient Egypt, The Shang Dynasty of Ancient China, and plot them on a world map.

To know when and where the Ancient Egyptians lived.

To understand the significance of the River Nile to the Ancient Egyptians.

To know some facts about Howard Carter's discovery of Tutankhamun's tomb.

You can help me by...

Ensuring that I read at least three times each week.

Encouraging me to use Times Table Rockstars regularly to improve my recall of multiplication facts.

Teaching me to tie my own shoe laces.

Helping me to read the time on an analogue clock to the nearest five minutes.

Encouraging me to use digital timetables to calculate durations of time. For example, using a TV planner to work out how long there is until a programme starts or how long a film will last.

Mathematics

To recognise fractions as equal parts of a whole.

To identify halves, quarters, and eighths and understand that some of these parts may be equivalent.

For example, two quarters are equivalent to one half.

To understand that tenths can be recorded as decimals using the decimal point, e.g. one tenth can be recorded as 0.1.

To read the time on an analogue clock to the nearest five minutes.

To begin to relate analogue time to its digital equivalent.

To calculate durations of time.

RE

To explore a wide range of stories about the beginning of the world and reflect upon their importance for believers.

Health and Relationships Education (HRE)

To understand the power of sleep in relation to our mental wellbeing. To recognise healthier food choices that help to keep our bodies healthy.

Design and Technology

That a net is a plan of a 3D shape.

To investigate, design and make a vehicle using nets.

Computing

To write and debug simple algorithms.

Music

To learn to play a simple tune on a recorder.