



Year 3 Curriculum Summer 2 2022

In Year 3 we are learning...

English

To write a concise, chronological explanation of a process.
To plan and write an adventure story, developing character setting and plot.
To examine the features of a newspaper report.
To punctuate direct speech correctly using inverted commas.
To learn how to use the apostrophe to show possession.
That the spelling pattern 'ou' can also make the 'u' sound. For example, young trouble, country.
To develop a cursive style of handwriting.

Science

To understand the importance of nutrition and exercise to maintain a healthy body.
To recognise which foods belong in which food group.

MFL

To listen to and follow the story of Petit Chaperon Rouge (Little Red Riding Hood).
To name parts of the body.

PE

To develop and perform a range of athletic skills such as throwing, jumping and running.
To develop batting and fielding techniques.

Art

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

Topic

To write an explanation of the mummification process.
To understand the significance of Gods and Goddesses to Ancient Egyptians.
To compare geographical similarities and differences of a region in the UK to Heath Hayes.
To name and locate counties and cities of the United Kingdom.
To use maps, atlases, globes and computer mapping to locate counties and cities.

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, in preparation for the Multiplication Tables Check in Year Four.

Teaching me to tie my own shoe laces.

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

Allowing me to help in the kitchen, weighing and measuring ingredients using kg, g, l and ml.

Mathematics

To read the time on an analogue clock to the nearest five minutes.
To begin to relate analogue time to its digital equivalent.
To recognise and describe 2D and 3D shapes and their properties.
To describe 2D and 3D shapes using the correct mathematical vocabulary.
To identify acute, obtuse and right angles.
To calculate mass and capacity using kilograms, grams, litres and millilitres.

RE

To explore the life of key religious figures and make links with teachings of special significance to followers. For example, Jesus' baptism.

Health and Relationships Education (HRE)

To understand how we might feel when we face changes and the strategies we can use to help us.
To set goals and aspirations.

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.