



Year 3 Curriculum Summer 1 2026

In Year 3 we are learning...

English

To write an explanation using technical language and sequenced, chronological steps.
To write a non-chronological report using sub-headings to organise my ideas into paragraphs.
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 understand that the 's' sound within words can be made in a variety of ways. For example: sc, ss, c.
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 different ice-cream flavours.

To use the conjunction 'and' within a sentence.

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.

Topic

To know some examples of the earliest civilisations took place around the world at similar times. For example, Ancient Egyptians built the Great Pyramid of Giza at the same time as the Neolithic period in Britain.

To know when and where the Ancient Egyptians lived.

To understand the significance of the River Nile to the Ancient Egyptians. To write an explanation of the mummification process.

To understand the significance of Gods and Goddesses to Ancient Egyptians.

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 minute.

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 add and subtract fractions with the same denominator.

To convert pounds and pence.

To add and subtract amounts of money recognising the importance of keeping the decimal point aligned.

To calculate change.

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 program events & actions in Scratch

Music

To explore and develop playing skills through glockenspiel.

To explore Ancient Egyptian music and create our own instrument.