

English

To write a concise set of instructions.

To use structural devices, such as sub-headings, to organise a factual report.

To develop proof reading skills to ensure that all of my sentences are cohesive and that they are punctuated correctly.

To use the **-ly** suffix to create adverbs.

To develop a cursive style of handwriting.

Science

To understand the physical processes that create rocks.

To compare and group together different kinds of rock according to their properties.

MFL

To read and write a variety of animal names.

PE

To plan and perform gymnastic sequences using a range of actions, demonstrating body extension.

To play a badminton rally.

Art

About landscapes and cityscapes using L.S.Lowry as inspiration.



Year 3 Curriculum Spring 1 2026

In Year 3 we are learning...

History

To understand when the Stone Age and Bronze Age took place, in the context of a timeline in History.

To identify the main features of the lifestyles of Stone Age hunter-gatherers and farmers.

You can help me by...

Ensuring that I read at least three times each week.

Please help me to choose rich and varied texts that challenge my reading ability.

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

Encouraging me to complete my homework on time and to a high standard.

Helping me to learn to tie my own shoelaces.

RE

To explore the use of symbols, actions and gestures used in worship by different communities.

Mathematics

To develop instant recall of multiplication and division facts for the 3, 4 and 8 times tables.

To develop a written method to multiply 2 digit and 3 digit numbers by a single digit.

To understand division as sharing into equal groups.

To recognise the need to start with the highest value when dividing any number, in case there is a need for an exchange.

To measure accurately, using centimetres and millimetres.

To calculate the perimeter of rectilinear shapes.

Health and Relationships Education (HRE)

To recognise responsibilities that we have.

To know how to set good examples to younger children.

Design and Technology

To investigate levers as mechanisms.

To explore, design and construct a lever operated toy.

Computing

To write simple programs using Scratch.

Music

To understand the foundation of musical notation while learning basic musical motifs on the Glockenspiels.