Year 3 Curriculum Overview

Term 1 Citizenship	Term 2 Leadership	Term 3 Explorers	Term 4 Expression	Term 5 Flourishing	Term 6
How have I embraced opportunities to make a valued contribution? What community project have I been involved in and what difference has that made? What action have I taken as a result of feeling passionate?	How have I shown I value others in my team? How have I motivated others? How have I worked with my team to overcome difficulties?	How do I know what my skills and talents are? How have I shown determination and perseverance? How have I learnt from having a go at something I didn't want to do?	How do I express myself confidently and articulately to a known audience? How do I make first impressions count? How do I show my uniqueness through words and actions?	How have I identified a change to improve my health? How do I seek help when needed? How do I make good choices when rebuilding a friendship?	School's discretion
Independence: Smart Targets	Creativity: Venn Diagram	Collaboration: Socratic Questions 1	Independence: Diamond 9	Creativity: C.A.F	Collaboration: Socratic Questions 2

Science

Rocks and Fossils	Animals, including humans	Plants
Compare and group rocks Recognise properties of common rocks Understand how fossils are formed Understand soils are made from rocks	What is needed for growth Functions of the skeleton Nutrition in humans Grouping and classifying animals Threat to animals from environment changes	Essential functions of the parts of plants Requirements for growth of plants Water transportation Water transpiration Life cycle of flowering plants

Geography

Region of UK - Dartmoor	Contrasting region of the UK
Physical geography – rivers, villages, towns How land is used Natural resources Why is was inhabited Changes over time Identify hills on maps	Different uses of land How economic activity has shaped the area Trade Differences with earlier learning experience Physical geography – coasts/ city life Identify major cities and towns

History

Stone Age and Iron Age	Roman Empire
Hunter/gathers Early farmers Bronze age religion – Stonehenge Iron Age – Forts and Farming	British Resistance – Boudicca Power of Roman army Romanisation of Britain, including technology, culture, beliefs

Design Technology

Make something that has been tested
Using a variety of materials Experiment and explore properties Seek other pupils' views Make choices Work to a success criteria

Music

Accompanying tunes	Language of music
Sing along to well-known tunes Make simple compositions Use and understand musical notations Develop an understanding of one genre of music	Compose tunes for a range of purposes Memorise tunes Recognise instruments in an orchestra Play and perform in a small group

PE

Dance & Gymnastics	Competitive Games	Athletics	Swimming & Outdoor Education
Dance and hold with control and effect Extend position to enhance balance Move from balance to travel Perform contrasting actions	Throw and catch a variety of balls Gather and return balls with accuracy Move into available spaces Apply rules of the games	Use different ways of travelling at different speeds Follow different pathways/ directional changes Change speed and directions whilst running Throwing with accuracy and distance Perform hop, distance, step and jump	Respond to physical challenges Work collaboratively Use equipment safely and efficiently Plan how to overcome difficulties and problems Work out tactics prior to action Swim 25 m Use a range of recognisable strokes Know how to self-rescue given a variety of water-based situations

Art

Drawing and Painting	Printing
Use charcoal to create different effects Recognise tertiary colours Mix tertiary colours Mix tones of colour Block colour Use different size brushes and effects	Print using different objects Create using repeating patterns, including symmetrical Overlay two colours in a print Print on different materials e.g. paper/fabric Make rubbings

MFL

Our school	Time
Words around the classroom Here is, there is, where is Engaging in simple conversation Numbers to 30	Telling the time Asking for the time Hours in the day a.m / p.m. Before lunch / after lunch

Computing

Programs with goals	Finding errors in bugs
Use sequence selection and repetition in progress Variables Different forms of input	Use logical reasoning to explain how some programs work Detect and correct simple errors Design simple control or simulating systems Deconstruct a program into different parts e.g. forward 4, left 5
E-safety throughout	

Relationships Education

Family	Friends	Safety
Know how families from around the world are similar and why lives might be different What constitutes care in a family	What it means to be a good friend What it is to exclude others and how to avoid this The importance of showing courtesy and respect to others	When a website might not be appropriate What privacy means How to recognise feelings of being unsafe and what might be done about this including who to talk to