Year 3 Autumn 1 and 2	
English	Maths – 'Place value', 'Addition and subtraction' and 'Multiplication and division'
 'When we lived in Uncle's Hat', 'The Stone Age Boy', 'The Mousehole Cat, non-chronological reports and performance poetry. Speaking and Listening: to articulate and justify answers, arguments and opinions. to give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings. use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas. to participate in discussions, presentations, performances, roleplay/improvisations and debates. Reading: to read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word. to listen and discuss a wide range of fiction, poetry and non-fiction. to read books that are structured in different ways and read for a range of purposes. to identify themes and conventions in a wide range of books. to prepare poems and play scripts to read aloud and to perform, showing understanding through intonation, tone, volume and action. to check that the text makes sense to them, discussing their understanding and explaining the meaning of words in context. retrieve and record information from non-fiction. to participate in discussion about both books that are read to them and those they can read for themselves, taking turns and listening to what others say. Writing: spell words that are often misspelt. write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far. 	 count from 0 in multiples of 4, 8, 50 and 100 and can find 10 or 100 more or less than a given number. to recognise the place value of each digit in a three-digit number (hundreds, tens, ones). compare and order numbers up to 1000. identify, represent and estimate numbers using different representations. read and write numbers to 1000 in numbers and words. solve number problems and practical problems involving these ideas. to add and subtract numbers with up to three digits using formal written methods of columnar addition and subtraction. estimate the answer to a calculation and use inverse operations to check answer. solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction. add and subtract numbers mentally, including a three-digit number and ones. recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.

- use the diagonal and horizontal strokes that are needed to join letters and understand which letters, when adjacent to one another, are best left unjoined.
- increase the legibility, consistency and quality of their handwriting, e.g. by ensuring that the downstrokes of letters are parallel and equidistant; that lines of writing are spaced sufficiently so that the ascenders and descenders of letters do not touch.
- organise paragraphs around a theme.
- in narratives, creating settings, characters and plot.
- in non-narrative material, using simple organisational devices such as headings and sub-headings.
- assessing the effectiveness of their own and others' writing and suggesting improvements.
- to extend the range of sentences with more than one clause by using a wider range of conjunctions, e.g. when, if, because, although.
- to using conjunctions, adverbs and prepositions to express time and cause.
- using commas after fronted adverbials.
- using and punctuating direct speech.

Science - 'Rocks and Soils' and 'Magnets'

- compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.
- describe in simple terms how fossils are formed when things that have lived are trapped within rock.
- recognise that soils are made from rocks and organic matter.
- notice that some forces need contact between two objects, but magnetic forces can act at a distance.
- observe how magnets attract or repel each other and attract some materials and not others.
- compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials.
- · describe magnets as having two poles.
- predict whether two magnets will attract or repel each other, depending on which poles are facing.

Geography - Mountains

- to know what mountains are and how mountains are formed
- to know where the main fold mountains are in the world
- to locate mountain ranges in the UK and Europe
- to locate mountain ranges around the world
- to learn about mountain climates and how have animals adapted to live there
- to understand the risks and dangers of mountains
- to know famous mountaineers and their achievements

History - 'The Stone Age, The Bronze Age and The Iron Age'

Religious Education - 'Christian Creation' and 'The Trinity'

- to understand the term prehistory
- to know the three phases of the stone age
- to explain the progression of human development over time in terms of homes
- to learn about the late Neolithic hunter-gatherers and early farmers
- to understand the role of an archaeologist and what evidence they use from prehistory
- to understand what human developments defined the Bronze and Iron Age and how this advanced human existence

- children will be able to place the concepts of God and creation on a timeline of the Bible's 'big story'.
- to look at Genesis 1 to understand what Christians believe about God and creation.
- recognise that the story of 'the Fall' in Genesis 3 gives Christians an explanation of why things go wrong in the world.
- explore the symbolism of the baptism ceremony.
- look at ways in which the trinity is used in worship.
- children will understand what a 'Gospel' is and learn some of the stories it contains.

Art – Cave paintings

- to apply an understanding of prehistoric man-made art
- to understand and use scale to enlarge drawings in a different medium
- to explore how natural products, produce pigments to make different colours
- to select and apply a range of painting techniques
- to apply painting skills when creating a collaborative artwork

Physical Education – Ball skills, Yoga, Netball and Gymnastics

Ball Skills

- to develop confidence and accuracy when tracking a ball.
- to develop confidence and accuracy when tracking a ball.
- to explore and develop a variety of throwing techniques.
- to develop catching skills using one and two hands.
- to develop dribbling a ball with hands.
- to use tracking, sending and dribbling skills with feet.

<u>Yoga</u>

- to explore connecting breath and movement.
- to explore new yoga poses and begin to connect them.
- to explore gratitude when remembering and repeating a yoga flow.
- to develop flexibility and strength in a positive summer flow.

PSHE - 'Families and relationships' and

- To learn how to resolve relationship problems; effective listening skills and about non-verbal communication.
- to look at the impact of bullying and what action can be taken; exploring trust and who to trust and that stereotyping can exist
- to understand that a healthy lifestyle includes physical activity, a balanced diet, and rest and relaxation;
- to explore identity through groups we belong to, and how our strengths can be used to help others; learning how to solve problems by breaking them down into achievable steps.

Design and technology – Electronic charm

- to develop flexibility in an individual yoga flow.
- to develop confidence and strength in arm balances.

Netball

- to develop passing and moving and play within the footwork rule.
- to develop passing and moving towards a goal.
- to develop movement skills to lose a defender.
- to be able to defend an opponent and try to win the ball.
- to develop the shooting action.
- to develop playing using netball rules.

Gymnastics

- to be able to create interesting point and patch balances.
- to develop stepping into shape jumps with control.
- · to develop the straight, barrel, and forward roll.
- to be able to transition smoothly into and out of balances.
- to create a sequence with matching and contrasting actions and shapes.
- to create a partner sequence incorporating equipment.

- to understand the impact of the digital revolution in the world of (D&T) product design
- to write a program to initiate a flashing LED panel after button press and/or automatically initiate using the Micro:bit light sensing, as part of an eCharm
- to create and decorate a foam pouch for the eCharm, using a template
- to design a display badge and/or stand using CAD (computer-aided design) software for an eCharm product

Computing

"iSafe" and "iNetwork"

- to recognise when something encountered online does not feel right
- to identify some of the risks of sharing publicly online
- to understand some measures that can be taken to stay safe
- to raise awareness about appropriate and inappropriate content for online sharing
- to understand potential consequences of sharing without consent
- to understand some of the ways we can protect ourselves online against manipulation
- to understand the ways the internet can make young people feel about themselves
- to understand the need for strong passwords

Music - Traditional instruments and improvisation (India)

- To recognise and describe changes in music
- To create a soundscape using percussion instruments
- To play a melodic pattern from simple notation with letter names
- To know that Indian music uses all of the sounds in between the 12 'notes' that we are used to in western music.
- To know that a 'tala' is a set rhythm that is repeated over and over, usually on the drums called 'tabla'.
- To know that a 'rag' is the tune in traditional Indian music, and is often played on a stringed instrument called a 'sitar'.
- To know that a 'drone' in music is a note that goes on and on, staying the same.
- To know that many types of music from around the world

- to identify several different forms advertising can take online
- to understand what a network is.
- to know key parts of a computer network.
- to understand that the internet is the physical connections between computers and networks.
- to understand that devices on networks have a unique address.

- consist of more than one layer of sound; for example a 'tala' and 'rag' in traditional Indian music.
- To understand that music from different parts of the world has different features.
- To describe the timbre, dynamic, and textural details of a piece of music, both verbally, and through movement.
- To begin to use musical vocabulary (related to the interdimensions of music) when discussing improvements to their own and others' work.
- To compose a piece of music in a given style with voices and instruments.
- To use letter name and rhythmic notation (graphic or staff), and key musical vocabulary to label and record their compositions.

French

- to greet someone and introduce yourself in French
- to use the correct French greeting for the time of day
- to ask and answer a question about feelings in French
- to recognise and name colour words
- to describe shapes by their colour
- to describe shapes by their size and colour
- to understand and recognise what are cognates and near cognates
- to follow instructions in French