Year 3	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
English	The BFG Own Version Narrative Recount (diary) Character description Wanted Poster New chapter Instructions Letter The Barnabus Project Brochures Instructional writing Descriptions Advertisements Letters of advice Dialogue	The Tear Thief Newspaper Articles Shared poems Diary entries Persuasive posters Letters of explanation Discussions The First Drawing Own historical narrative. Character description Diaries Recounts	The Tin Forest Persuasive Information leaflets Persuasive posters Information leaflets Postcards Diaries Wishes Setting descriptions Jim, A Cautionary Tale Narrative Poems Marning Posters Announcements Alternative endings Performance poetry letters of apology	Escape from Pompeii Newspaper report Diary entries Persuasive posters Letters of explanation Discussions	Cloud Tea Monkeys Non-Chronological Reports • Descriptions • 'How to' guides • Letters Discussions	Flotsam Narrative (sequel) Postcards Setting description Non-chronological report Message in a bottle
Maths	Place Value Addition & Subtraction	Addition & Subtraction Multiplication & division	Multiplication & division Length & perimeter	Fractions Mass & Capacity	Money Time	Shape Statistics
Science	Animals including Humans (Skeletons & Movement) Identify that humans and some animals have skeletons and muscles for support, movement and protection. Nutrition & Diet	Compare and group together different kinds of rocks based on their appearance and simple physical properties. Fossils Describe in simple terms how fossils are formed when living things that have lived	Soils Recognise that soils are made rocks and organic matter Beginning of light topic (see next column)	 Light Recognise that they need light in order to see things and that dark is the absence of light. Notice that light is reflected from surfaces. Recognise that light from the sun can be dangerous and that 	Plants Identify and describe the functions of different parts of a flowering plant. Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room	Forces and magnets Compare how things move on different surfaces. Notice that some forces need contact, but magnetic forces can act at a distance. Observe how magnets attract and repel some materials and not others.

	Identify that animals, including humans, need the right types and amounts of nutrition, and they cannot make their own food; they get nutrition from what they eat.	are trapped within rock.		there are ways to protect the eyes. Recognise that shadows are formed when the light from a light source is blocked. Find patterns in the way that the size of shadows can change.	to grow) and how they vary from plant to plant. Investigate the way water is transported within plants. Explore the part that flowers play in the life cycle of a flowering plants, including pollination, seed formation and seed dispersal.	 Compare and group together a variety of everyday materials on the basis of whether they attracted to a magnet, and identify some magnetic materials. Describe magnets as having two poles. Predict whether two magnets will attract or repel depending on which poles are facing.
Computing	 Online Safety Use technology safely, respectfully and responsibly. Recognise acceptable and unacceptable behaviour. Identify a range of ways to report concerns about content/contact. 	Drawing and Desktop Publishing Draw/manipulate different shapes/lines, order/group objects, combine text/images, create effective layout.	Programming Turtle Logo and scratch Design, write and debug programs Sequence, selection and repetition Logical reasoning	Select, use and combine a variety of software. Use technology safely, respectfully and responsibly.	Online Searchers/ Surfers • Understand what the internet is and how it works. • How to use search engines to make safe searches. • To use different website links to find reliable information. • Different ways of copying/pasting images from a website. • Create magazine article using research skills.	Presentation skills Select, use and combine a variety of software Create templates, add themes, transitions and animations to slides. Insert audio/video.
History		Stone Age to Iron Age			The Romans	

Geography	Europe - • concentrating on their environmental regions, • key physical and human characteristic • countries, and major cities • Compare similarities and differences in UK and other European countries. • Rivers • Climate • Atlases and Globes	How did life change from the Stone Age to Iron Age? Survival in the Stone Age Skara Brae Stonehenge Hill forts	All around the world • Measure, record human and physical features in the local area. • 8 points of the compass	Extreme Earth - • Volcanoes and earthquakes	How did the Roman invasion affect life in Britain? Invasions Roman Roads Boudicca's Rebellion Hadrian's Wall God's and Goddesses Roman Baths	Geographical skills and Fieldwork: • 4/6 fig grid reference • ordnance survey map to build knowledge of UK • 4/6 fig grid reference • Maps, digital mapping
RE	Creation and Covenant - Creation story	Prophecy and Promise -The Mass / Nativity	Galilee to Jerusalem – Matthew's Gospel	Desert to Garden - Lent/ Holy Week	To the ends of the Earth – life, death and resurrection of	Dialogue and Encounter - Passover, Exodus
	Judaism				Jesus	Islam
PE	Swimming Physical: submersion, float, glide, front crawl, backstroke, breaststroke, rotation, scull, tread water, handstands,	Swimming Physical: submersion, float, glide, front crawl, backstroke, breaststroke, rotation, scull, tread water, handstands,	Swimming Physical: submersion, float, glide, front crawl, backstroke, breaststroke, rotation, scull, tread water, handstands,	Swimming Physical: submersion, float, glide, front crawl, backstroke, breaststroke, rotation, scull, tread water, handstands,	Swimming Physical: submersion, float, glide, front crawl, backstroke, breaststroke, rotation, scull, tread water, handstands,	Swimming Physical: submersion, float, glide, front crawl, backstroke, breaststroke, rotation, scull, tread water, handstands,

	surface dives, H.E.L.P	surface dives, H.E.L.P	surface dives, H.E.L.P	surface dives, H.E.L.P	surface dives, H.E.L.P
	and huddle position	and huddle position	and huddle position	and huddle position	and huddle position
	• Social:	Social:	• Social:	• Social:	• Social:
	communication,	communication,	communication,	communication,	communication,
	support and	support and	support and	support and	support and
	encourage others,	encourage others,	encourage others,	encourage others,	encourage others,
	keep myself and	keep myself and	keep myself and	keep myself and	keep myself and
	others safe,	others safe,	others safe,	others safe,	others safe,
	collaboration,	collaboration,	collaboration,	collaboration,	collaboration,
	• Emotional:	Emotional:	• Emotional:	• Emotional:	Emotional:
	confidence, honesty,	confidence, honesty,	confidence, honesty,	confidence, honesty,	confidence, honesty,
	determination,	determination,	determination,	determination,	determination,
	independence,	independence,	independence,	independence,	independence,
	perseverance	perseverance	perseverance	perseverance	perseverance
	Thinking:	Thinking:	Thinking:	• Thinking:	• Thinking:
	comprehension,	comprehension,	comprehension,	comprehension,	comprehension,
	observe and provide	observe and provide	observe and provide	observe and provide	observe and provide
	feedback, tactics,	feedback, tactics,	feedback, tactics,	feedback, tactics,	feedback, tactics,
	select and apply skills	select and apply skills	select and apply skills	select and apply skills	select and apply skills
PE (FDS)	Fundamentals	Gymnastics	Dance	Ball Skills	Athletics
	 Physical: balance, 	Physical: point and	 Physical: actions, 	 Physical: track, 	Physical: sprint_jump
				Thysical Huck,	rnysicai, sprini, junip
	· · · · · · · · · · · · · · · · · · ·	· ·	•	throw, catch, dribble,	Physical: sprint, jump for distance, push
	run, dodge, hop,	patch balances,	dynamics, space, relationships	·	for distance, push
	run, dodge, hop, jump, skip	· ·	dynamics, space,	throw, catch, dribble, kick	
	run, dodge, hop, jump, skip	patch balances, jumps, straight roll,	dynamics, space, relationships • Social: share ideas,	throw, catch, dribble,	for distance, push throw, pull throw
	run, dodge, hop, jump, skip Social: respect,	patch balances, jumps, straight roll, barrel roll, forward	dynamics, space, relationships	throw, catch, dribble, kick Social: respect,	for distance, push throw, pull throw Social: collaborate,
	run, dodge, hop, jump, skip • Social: respect, communication, co-	patch balances, jumps, straight roll, barrel roll, forward roll	dynamics, space, relationships • Social: share ideas, respect,	throw, catch, dribble, kick Social: respect, cooperation,	for distance, push throw, pull throw Social: collaborate, work safely
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety	patch balances, jumps, straight roll, barrel roll, forward roll • Social: work safely,	dynamics, space, relationships • Social: share ideas, respect, collaboration,	throw, catch, dribble, kick Social: respect, cooperation, communication	for distance, push throw, pull throw Social: collaborate, work safely Emotional:
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional: determination,	patch balances, jumps, straight roll, barrel roll, forward roll Social: work safely, collaboration,	dynamics, space, relationships • Social: share ideas, respect, collaboration, inclusion, leadership,	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional:	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional:	patch balances, jumps, straight roll, barrel roll, forward roll • Social: work safely, collaboration, supportive	dynamics, space, relationships Social: share ideas, respect, collaboration, inclusion, leadership, work safely	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional: perseverance	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance Thinking: observe and
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional: determination, perseverance,	patch balances, jumps, straight roll, barrel roll, forward roll Social: work safely, collaboration, supportive Emotional:	dynamics, space, relationships Social: share ideas, respect, collaboration, inclusion, leadership, work safely Emotional:	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional: perseverance motivation	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional: determination, perseverance, honesty,	patch balances, jumps, straight roll, barrel roll, forward roll Social: work safely, collaboration, supportive Emotional: perseverance,	dynamics, space, relationships Social: share ideas, respect, collaboration, inclusion, leadership, work safely Emotional: confidence,	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional: perseverance motivation selfregulation,	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance Thinking: observe and provide feedback,
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional: determination, perseverance, honesty, independence	patch balances, jumps, straight roll, barrel roll, forward roll • Social: work safely, collaboration, supportive • Emotional: perseverance, confidence,	dynamics, space, relationships Social: share ideas, respect, collaboration, inclusion, leadership, work safely Emotional: confidence, acceptance,	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional: perseverance motivation selfregulation, concentration,	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance Thinking: observe and provide feedback, comprehension,
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional: determination, perseverance, honesty, independence Thinking: comprehension,	patch balances, jumps, straight roll, barrel roll, forward roll Social: work safely, collaboration, supportive Emotional: perseverance, confidence, independence Thinking: observe and	dynamics, space, relationships Social: share ideas, respect, collaboration, inclusion, leadership, work safely Emotional: confidence, acceptance, sensitivity, perseverance	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional: perseverance motivation selfregulation, concentration, independence Thinking:	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance Thinking: observe and provide feedback, comprehension,
	run, dodge, hop, jump, skip Social: respect, communication, co- operation, safety Emotional: determination, perseverance, honesty, independence Thinking:	patch balances, jumps, straight roll, barrel roll, forward roll • Social: work safely, collaboration, supportive • Emotional: perseverance, confidence, independence	dynamics, space, relationships Social: share ideas, respect, collaboration, inclusion, leadership, work safely Emotional: confidence, acceptance, sensitivity, perseverance	throw, catch, dribble, kick Social: respect, cooperation, communication Emotional: perseverance motivation selfregulation, concentration, independence	for distance, push throw, pull throw Social: collaborate, work safely Emotional: determination, perseverance Thinking: observe and provide feedback, comprehension,

apply skills

- s, H.E.L.P osition
- n, hers, and
- nonesty,
- provide ctics, ply skills

- surface dives, H.E.L.P and huddle position
- Social: communication, support and encourage others, keep myself and others safe, collaboration,
- Emotional: confidence, honesty, determination, independence, perseverance
- Thinking: comprehension, observe and provide feedback, tactics, select and apply skills

Fitness

- Physical: balance, run, dodge, hop, jump, skip
- Social: respect, communication, cooperation, safety
- Emotional: determination, perseverance, honesty, independence
- Thinking: comprehension, select and apply, tactics, exploration

			creativity, observe	feedback, make		
			and provide feedback	decisions.		
D&T		Food - healthy and		Electrical systems		Mechanical systems -
		varied diet.		Simple circuits and		Pneumatics
		select and use a		switches.		 investigate, analyse
		range of utensils and		 investigate and 		and evaluate familiar
		use a range of		analyse a range of		objects that use air
		techniques as		existing battery-		to make them work.
		appropriate to		powered products.		 investigate a range
		prepare ingredients		 develop design 		of pneumatic
		hygienically including		criteria to inform		mechanisms.
		the bridge and claw		the design of		select from and use
		technique, grating,		products that are fit		appropriate tools
		peeling, chopping,		for purpose, aimed at		with some accuracy
		slicing, mixing, spreading, kneading		particular individuals		to cut and join materials and
		and baking.		or groups		components such as
		 Food preparation and 		 select from and use 		tubing, syringes and
		cooking techniques		materials and		balloons.
		practised by making a		components, including		 know and use
		food product using an		construction		technical vocabulary
		existing recipe.		materials and		relevant to the
		Discuss basic food		electrical		project.
		hygiene practices		components		, .
		when handling food		according to their		
		including the		functional properties and aesthetic		
		importance of		qualities.		
		following instructions		quannes.		
		to control risk.				
Art	Drawing - Da Vinci		Painting – Willie		Sculpture -Giacometti	
	Mona Lisa		Bester - Township		Know who	
	 know that 		scene		Giacometti is and	
	portraits are		 explore the artist 		that he	
	pictures of		Willie Bester		experimented with	
	people		 recall knowledge of 		drawing, painting	
	know that		mixing primary		and sculpture.	

portraits had an important role in history before photography • know that the majority of human faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone. • colours to create new ones. • use black and white to create tone. • use DIGITAL ART to create different textures to depict different areas within a digital landscape e.g. water, grass, tree bark etc. • develop an understanding of the proportions of the human figure. • know that sculptures need a strong, stable base in order to stand upright.	an important role in history before photography • know that the majority of human faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
role in history before photography know that the majority of human faces have the same proportions and positions. know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone. use black and white to create tone. of the proportions of the human figure. know that sculptures need a strong, stable base in order to stand upright.	role in history before photography • know that the majority of human faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
before photography know that the majority of human faces have the same proportions and positions. know that pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	before photography • know that the majority of human faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
photography I use DIGITAL ART to create different textures to depict different areas within a digital landscape e.g. water, grass, tree bark etc. I know that pencils produce a lighter tone and softer (B) pencils produce a darker tone.	 know that the majority of human faces have the same proportions and positions. know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
 know that the majority of human faces have the same proportions and positions. know that pencils produce a lighter tone andsofter (B) pencils produce a darker tone. create different textures to depict different areas within a digital landscape e.g. water, grass, tree bark etc. know that pencils produce a darker tone. figure. know that sculptures need a strong, stable base in order to stand upright. 	 know that the majority of human faces have the same proportions and positions. know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
majority of human faces have the same proportions and positions. • know that sculptures need a strong, stable base in order to stand upright. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	majority of human faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	faces have the same proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	proportions and positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
positions. Now that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	positions. • know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
 know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone. 	 know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
 know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone. 	 know that pencils vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	vary in grade and harder pencils produce a lighter tone andsofter (B) pencils produce a
harder pencils produce a lighter tone andsofter (B) pencils produce a darker tone.	harder pencils produce a lighter tone andsofter (B) pencils produce a
produce a lighter tone andsofter (B) pencils produce a darker tone.	produce a lighter tone andsofter (B) pencils produce a
tone andsofter (B) pencils produce a darker tone.	tone andsofter (B) pencils produce a
pencils produce a darker tone.	pencils produce a
darker tone.	•
	dui nei Tone.
	 know that Van
Gogh was a	
famous Italian	3
artist who	•
practised a	
	•
variety of styles.	
Music Recorders Unit 1 Pulse Unit 3 Rhythm Unit 4 Pitch: Recorders Unit 6 20th Centur	
• Stave, Sing and play confidently, Play rhythms from Create simple rhythmic • Bar lines Music:	·
• Semibreve maintaining a steady pulse graphic notation or simple patterns, melodies and • Double lines • Identify and perf	
• Minim • Apply word chants to standard notation accompaniments • Minim features of House	
• Perform rhythms and link each • Play rhythms • Show good awareness of • Time signature music.	 Perform
• Duet syllable to a musical note confidently while pitch matching when • Dotted notes • Identify and	 Duet
• Repeat sign • Use standard notation maintaining a consistent singing • Ostinato perform features	 Repeat sign
• Notes B, A, G to compose my own pulse • Aurally identify, • Note E Reggae music.	 Notes B, A, G
• Group performance. rhythms, using crotchets, Demonstrate recognise, and use Group performances • Identify and	 Group performance
• Hear a melody and paired quavers understanding of the graphic notation to perform features	 Hear a melody and
create a graphic and crotchet rests difference between pulse represent basic changes Rock and Roll mus	create a graphic
score. • Maintain a part in a and rhythm whilst in • • Create and practions.	
piece and respond to performing songs and a piece of music u	
visual and aural cues. playing instruments.	

	Create simple rhythmic patterns and melodies.	Comment on own and other people's performances using Yr 3 vocabulary learnt Unit 2 Voice Sing fluently in unison and pitch match accurately. Maintain my own part when singing a song with more than one part, following performance directions. Use expression, dynamics and actions to enhance my vocal performance Comment on own and other people's performances using yr 3 vocabulary.	Take part in a performance, following musical signals and maintain a strong sense of pulse	pitch within a limited range Comment on own and other people's performances using Yr 3 vocabulary learnt Unit 5: Listen to and use features of music from other traditions, genres and times Compose following the basic sections of song structure Use technology to create, change and combine sounds		features of different genres.
PSHE	 Exploring Emotions Feelings Being Me What makes you, you? 	Bullying Matters Bullying Difference and Diversity Stereotyping	Being Safe Road safety/consent	Being Healthy • Food Drug Education Safe and Harmful Objects	Being Responsible Rights and responsibilities Relationships • Friendships	Money Matters • Earning Money Changes • Uncomfortable Changes A Journey in Love
French	J'Apprends Le Francais Pinpoint France and other French speaking countries on a map of the world.	Recognise, recall and spell up to 10 instruments in French with the	 Recognise, recall and remember the 4 seasons in French. Recognise, recall and remember a short 	 Les Fruits Name and recognise up to 10 fruits in French. Attempt to spell some of these nouns. 	 Les Legumes Name and recognise up to 10 vegetables in French. Attempt to spell some of these nouns 	Les Glaces Name and recognise up to 10 different flavours for ice creams.

Ask and answer the	correct definite	phrase for each	Ask somebody in	(including the correct	Ask for an ice-cream
question 'How are	article/determiner.	season in French.	French if they like a	determiner/article)	in French using 'je
you?' in French.	 Understand 	 Say which season is 	particular fruit.	• Learn simple	voudrais'.
 Say 'Hello' and 	articles/determiners	their favourite in	Say what fruits they like	vocabulary to	 Say what flavour
'Goodbye' in French.	and that the definite	French and attempt	and dislike.	facilitate a role play	they would like.
 Ask and answer the 	article/determiner	to say why using the		about buying	 Say whether they
question 'What is	'the' has a plural form	conjunctions 'et' and		vegetables from a	would like a cone or a
your name?' in	in French.	'car'.		market stall.	small pot/tub of ice-
French.	 Learn to say and 			 Say if they would like 	cream.
• Count to 10 in	write 'I play an			one kilo or a half kilo	
French.	instrument' using the			of a particular	
 Say 10 colours in 	high frequency 1st			vegetable or	
French.	person regular verb			selection of	
	'je joue' (I play) with			vegetables	
	up to 10 different				
	instruments.				