

St Mary's CE Primary School

Year 3 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	<p>Return of the Killer Cat Transition project from year 2, character description and re-telling of the story.</p> <p>Alternate Fairy Tales Grammar skills – capital letters, full stops, commas, exclamation and question marks.</p> <p>Setting descriptions Based on city and seaside locations Writing own city and seaside poems.</p>	<p>Alternate Fairy Tales Grammar skills – Coordination and subordinating conjunctions including using paragraphs</p> <p>James and the Giant Peach Character descriptions, writing in role and writing own adventure story.</p> <p>Instructions How to make a sandwich</p>	<p>Alternate Fairy Tales Grammar skills – expressing time and place using adverbs and prepositions</p> <p>Myths and legends Diary entries, letters and to write own myth/legend.</p>	<p>Alternate Fairy Tales Grammar skills – headings, sub-headings and paragraphs</p> <p>Persuasive writing Linked to history and the Ancient Greeks.</p> <p>Non-chronological reports Linked to history and the Ancient Greeks.</p>	<p>Alternate Fairy Tales Grammar skills – tenses, conjunctions/adverbs and prepositions</p> <p>Poetry Exploring different forms, present poems orally, explore language,. Plan a shape poem – write, edit and publish.</p> <p>Explanation texts Linked to science and rocks, rehearse ideas, plan, write and edit.</p>	<p>Alternate Fairy Tales Grammar skills – focusing on paragraphs</p> <p>Non-chronological reports Linked to geography linked to Southampton, plan, writing and edit.</p> <p>Instruction writing Linked to DT and making picture frames. Plan, rehearse and write.</p>
Reading	<p>Return of a Killer Cat The Bear and the Piano Towns and Cities The Seashore Book</p> <p>Key reading skills using the text to help support learning.</p>	<p>James and the Giant Peach</p> <p>Key reading skills using the text to help support learning.</p>	<p>Greek Myths King Midas Perseus and the Monstrous Medusa</p> <p>Key reading skills using the text to help support learning.</p>	<p>Iron Man</p> <p>Key reading skills using the text to help support learning.</p>	<p>Friend or Foe</p> <p>Key reading skills using the text to help support learning.</p>	<p>Variety of poems</p> <p>Key reading skills using the text to help support learning.</p>
Mathematics	<p>Number and place value Find 10/100 more or less. Solve number problems, comparing numbers to 1000 and ordering numbers to 1000</p> <p>Addition and subtraction Mentally adding and subtracting numbers up to 3 digits. Word problems and missing number problems.</p>	<p>Roman numerals including telling the time and converting time from analogue to digit. Comparing duration of events</p> <p>Multiplication and division (focusing on times tables – 3, 4, 8) multiply and divide number mentally including using formal methods. Estimation and inverse calculations.</p> <p>Measurement Length and capacity</p> <p>Statistics Interpreting data from bar charts, pictograms and tables including collecting and presenting data</p>	<p>Multiplication and division Multiply and divide numbers mentally and with up to 3 digits using formal methods. Solve problems.</p> <p>Fractions Fractions of a shape, count up and down in tenths, compare and order unit fractions and with same denominator, add and subtract fractions with the same denominator, solve fraction problems.</p> <p>Geometry Properties of 2D shape, angles and turns. Name and recognise 3D shapes</p> <p>Measurement</p>	<p>Addition and subtraction Add and subtract numbers mentally with up to 3 digits and using formal written methods and solving problems</p> <p>Multiplication and division Multiply and divide number mentally and with up to 3 digits using formal written methods and solving problems.</p> <p>Money Show amount of money, adding and subtracting money.</p> <p>Measurement Mass, measure and compare add and subtract mass kg and g including solving problems.</p>	<p>Number and place value Find 10/100 more or less. Comparing, ordering numbers to 1000 including solving problems</p> <p>Four operations Mental methods, formal methods and solving mixture of word problems</p> <p>Fractions Compare and order unit fraction with the same denominator, add and subtract fractions with the same denominator, equivalent fractions.</p> <p>Measurement</p>	<p>Measurement Time – know the number of seconds in a minute, day in month, year and leap year, tell and write the time from a digital clock, compare durations of events</p> <p>Geometry Properties of 2D shape, angles, turns, different orientation Perimeter of 2D shapes Name and recognise 3D shapes</p> <p>Measurement Money – show amounts of money, add and subtract money.</p> <p>Statistics</p>

			Perimeter of 2D shapes		Capacity, measure and compare add and subtract mass l and ml including solving problems.	Interpret bar charts, pictograms, tables and tally charts. Decide collect and present data.
Science	Light	Animals, including humans	Forces and Magnets	Forces and Magnets	Plants Rocks	Plants Rocks
Computing	E safety The internet Mapping	Email Go with the flow - programming	Flow Diagrams Scratch	A-mazing programming	Databases	Presenting - Powerpoint
History			Ancient Greece	Ancient Greece		Southampton - Local maritime Southampton A local history study
Geography	Our Place in the World Southampton and cities around the country. Hampshire	Settlements Looking at our local area - St Mary's. Comparing city and rural settings.			We are Southampton regional story, cities Digital/computer Mapping Land use/economic/industry/natural resources	
Art	Textiles Rainbow Fish Weaving	Drawing Portraits	Collage Imaginary monsters	Clay/Sculpture	Printing	Painting
DT		Sandwiches		Moving Monsters		Picture Frames
RE	Devotion Hindu Gods	Journeys Flight from Egypt	Myths Christian and Hindu	Suffering Key events of Holy Week	Special Places – Christian and Hindu	Rites of Passage Christian and Hindu
PSHE	New Beginnings	Belonging to a group	Going for Goals	Looking after ourselves	Friends	Changes from the past in the future
PE and Games	Handball Gymnastics	Create a Game Circuits	Rugby Greek Monsters/ Heroes Dance	Basketball Greek Olympics	Rounders Rhythmic Gymnastics	Orienteering Athletics
Music	Over the rainbow - settings	Creating effect	Orpheus – exploring sounds	Pentatonic scales	Playground games	Sea Shanties
MFL French	Greetings, classroom phrases, colours, je m'appelle numbers 1,2,3,	Numbers 4,5,6 Joyeux Noel	Alphabet Vowels /consonants Numbers 7-10 Adverbs vite/ lentement	Classroom objects Qu'est-ce que c'est?	Simple clothes, days of week, numbers to 20	Revision days Numbers to 30 Speech marks in texts