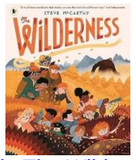
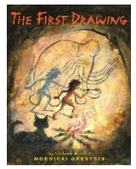
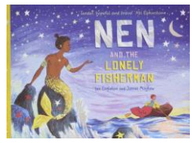
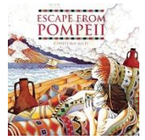
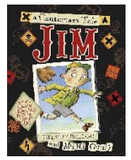
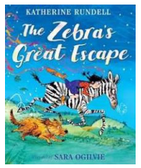
Year 3 Overview

	Term 1			Term 2			Term 3		
Driver Project	 Through the Ages - History British prehistory from the Stone Age to the Iron Age, including changes to people and lifestyle.			 Rocks, Relics and Rumbles - Geography Locational knowledge, Place knowledge, Human and physical geography, Geographical skills and fieldwork.			 Emperors and Empires - History The Roman empire and its impact on Britain.		
English - grammar taught throughout the writing units	 Book: The Wilderness Character introductions, letter of advice, descriptive poem, SOS message, identification label, a tourist guide	 Book: Leon and the Place Between Persuasive poster, setting description, thought bubbles / diary entry, dialogue, own version fantasy narrative	 Book: The First Drawing Character description, diary entry, recount	 Book: Nen and the Lonely Fisherman Lonely hearts advert, character description, thought bubbles, diary entries, message in a bottle, setting description, twist on a traditional tale	 Book: Cloud Tea Monkeys Descriptive passage, writing in role, 'how to' guide (instructions), letter, discussion, non-chronological report	 Book: Escape from Pompeii Setting descriptions, diaries, letters, thought bubbles, newspaper report	 Book: Jim, a Cautionary Tale Warning poster, warning announcement, alternative ending, performance poetry, letter of apology, narrative poem	 Book: Our Tower Poems, setting descriptions, diary entries, dialogue, letters of thanks, extended fantasy narrative	 Book: The Zebra's Great Escape Wanted poster, Letter writing, Action scene, Setting description, 'Alphabet of animals' poetry, Dialogue, Own version 'great escape' narrative
Maths	White Rose Maths Place Value; Addition and Subtraction; Multiplication and Division A			White Rose Maths Multiplication and division B; Length and Perimeter; Fractions A; Mass and Capacity			White Rose Maths Fractions B; Money; Time; Shape; Statistics		
Science	Animal Nutrition and the Skeletal System The importance of nutrition for humans and other animals. The role of a skeleton and muscles and identifying animals with different types of skeletons.			Forces and Magnets Contact and non-contact forces, including friction and magnetism. Rocks, Fossils and Soils (taught within the driver project) Compare and group together different kinds of rocks; describe in simple terms how fossils are formed; recognise that soils are made from rocks and organic matter.			Plant Nutrition and Reproduction Identifying and describing the functions of different parts of flowering plants; exploring the requirements of plants for life and growth; investigating water transportation; exploring the life cycle of flowering plants.		Light and Shadows Light; Light sources and reflectors; Reflective and non-reflective materials; Sun safety and protection; Shadows.
RE	Christianity - salvation, reconciliation How do some Christians show that reconciliation with God and others is important?	Islam - devotion, submission Why do some Muslims show their submission and obedience to Allah?		Sanatana Dharma - karma Why do some Hindus want to collect good karma?	Christianity - incarnation, kingdom of God What do some Christians mean when they talk about the Kingdom of God?		Humanist - morality Why do some Humanists use the golden rule as a basis for morality?		Christian - sacrifice Is the cross a symbol of love, sacrifice or commitment for some Christians?
Geography/ History	One Planet, Our World - Geography Maps; Locating countries; Human and physical features; Four-figure grid references; Compass points; Latitude and longitude; European countries and cities; UK counties and cities; Carbon footprints; Weather and the local environment; Land use; Fieldwork.			History *Revising and applying previously taught skills within driver project*			Geography *Revising and applying previously taught skills within driver project*		
Computing	Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks			Events and Actions in Programs Writing algorithms and programs that use a range of events to trigger sequences of actions	Branching Databases Building and using branching databases to group objects using yes/no questions		Desktop Publishing Creating documents and modifying text, images and page layouts for a specific purpose		

French	Getting to Know You - engage in conversations, ask and answer questions. - listen attentively to spoken language and show understanding by joining in and responding. - develop accurate pronunciation and intonation. - appreciate stories, songs, poems and rhymes in the language.		All About Me - listen attentively to spoken language and show understanding by joining in and responding. - read carefully and show understanding. - appreciate stories, songs, poems and rhymes in the language. - develop accurate pronunciation and intonation. - broaden their vocabulary. - understand basic grammar of feminine and masculine nouns		Food Glorious Food - appreciate stories, songs, poems and rhymes in the language. - understand key features and patterns of basic grammar. - describe people, places, things and actions orally and in writing. - engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help.	
Art/ D&T	Art: Colour Theory - To improve their mastery of art and design techniques through the medium of watercolour paint. - To learn about great artists, architects and designers in history. D&T: Cook Well, Eat Well Cooking and nutrition.	Art: Prehistoric Pots - To improve their mastery of art and design techniques, including sketching with pencil and sculpture with clay. - To create sketch books to record their observations and use them to review and revisit ideas.	Art: Ammonite - To improve their mastery of art and design techniques through the medium of pen, ink and pencils, and printing techniques. Art: People and Places - To improve their mastery of art and design techniques through the medium of oil pastels, paint and charcoal. - Significant designer - L.S. Lowry.	D&T: Making it Move - Understand and use mechanical systems in their products (cams, levers and linkages). - Select from and use a wider range of materials and components, including construction materials according to their functional properties. - Investigate and analyse a range of existing products. - Evaluate their ideas and products.	D&T: Greenhouse - Select from and use a wider range of materials and components, including construction materials according to their functional properties. - Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. - Investigate and analyse a range of existing products. - Evaluate their ideas and products.	Art: Mosaic Masters - To improve their mastery of art and design techniques, including sketching with pencil and sculpture with tesserae (small tiles). - To create sketch books to record their observations and use them to review and revisit ideas. - To learn about great artists, architects and designers in history.
Music	Musicianship, pulse, beat and rhythm - listen with attention to detail and recall sounds with increasing aural memory. - improvise and compose music for a range of purposes using the inter-related dimensions of music.		Recorders - play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. - use and understand staff and other musical notations.		Music from China - Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions, and from great composers and musicians. - Develop an understanding of the history of music. - Use and understand staff and other musical notations. - play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.	Rock and Roll - Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions, and from great composers and musicians. - Develop an understanding of the history of music. - Use and understand staff and other musical notations. - play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
PSHE	SCARF Me and my relationships	SCARF Valuing difference	SCARF Keeping safe	SCARF Rights and respect	SCARF Being my best	SCARF Growing and changing
PE	- Tag rugby - Netball - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.	- Football - OOA - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending. - Work with others, use communication and different strategies to solve problems.	- Fitness - Dance - develop flexibility, strength, technique in a range of exercises. - perform dances using a range of movement patterns.	- Gymnastics - Dodgeball - develop flexibility, strength, technique, control and balance. - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.	- Tennis - Golf - play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.	- Athletics - use running, jumping, throwing and catching in isolation and in combination. - compare their performances with previous ones and demonstrate improvement to achieve their personal best.