

Year 3 Yearly overview 2019/2020						
	English	Maths	Science	Humanities	Art & DT	ICT
Term 1.1	<p>Unit 1A: Real life stories</p> <ul style="list-style-type: none"> Reading and analysing real life stories, then planning and writing a story. <p>Unit 1B: Instructions</p> <ul style="list-style-type: none"> Reading and analysing instructions, then planning and writing them. <p>Unit 1C: Poems based on observation and the senses; playscripts</p> <ul style="list-style-type: none"> Reading and analysing poems based on observation and the senses, then writing one. Reading, analysing and writing a playscript. 	<p>Number and Number and Prob solving</p> <ul style="list-style-type: none"> Skip counting Count on and back in steps of 2, 3, 4 and 5 to at least 50. Placing 3 digit numbers on number lines marked in 100's and in 10's Find 1, 10 100 more/less than 2 and 3 digit numbers. Know multiplication/division facts for 2x, 3x, 5x and 10 x tables. Identify simple relationships between numbers. 	<p>Forces and Motion</p> <ul style="list-style-type: none"> Making things move Changing shape Changing direction Friction Project on Friction: friction ramp car race 	<p>Geography: Mapwork</p> <ul style="list-style-type: none"> Making maps at different scales Using a compass to find direction Comparing types of settlements 	<p>Architecture</p> <ul style="list-style-type: none"> Considering the aesthetics of construction materials Designing and sketching a village Building the village and comparing to the sketches 	<p>Introduction to computers</p> <ul style="list-style-type: none"> How computers work – hardware and software Saving data Managing folders
Term 1.2		<p>Measure, Geometry and prob solving</p> <ul style="list-style-type: none"> Identify, describe and draw regular and irregular 2D shapes including pentagons, hexagons, octagons, semi-circles. Identify 2D, 3D shapes, lines of symmetry and right angles in the environment. Use addition and subtraction facts with a total of 100 to find change Begin to understand everyday systems of measurement in length, weight, capacity, time and use these to make measurements as appropriate. Explain a choice of calculation strategy and how the answer was worked out. Use ordered lists and tables to help solve problems systematically 	<p>Materials Properties</p> <ul style="list-style-type: none"> Properties of materials Project for STEM week: building a village of different materials and strength testing it Magnets - building a magnetic car race track 	<p>History</p> <ul style="list-style-type: none"> From hunter-gatherers to village people The Stone Age The Metal Ages Famous people 	<p>DT Recycling - soda bottles</p> <ul style="list-style-type: none"> Ecobrick construction Building rockets 	<p>Introduction to algorithms</p> <ul style="list-style-type: none"> Paper-based algorithms Algorithms as a tool for solving complex problems
Term 2.1	<p>Unit 2A: Myths and legends</p> <p>Reading and analysing myths and legends, then planning and writing a story.</p> <p>Unit 2B: Letters</p> <p>Reading and analysing letters for a variety of purposes, then planning and writing a letter.</p> <p>Unit 2C: Poems from different cultures</p> <p>Reading and analysing poems from different cultures, then planning and writing a poem.</p>	<p>er and Number and prob solving</p> <ul style="list-style-type: none"> Understand what each digit represents in 3 digit numbers and partition into hundreds, tens and units. Multiply two-digit numbers by 10 and understand the effect. Give a sensible estimate of a number as a range (e.g. 30 to 50) by grouping in tens. Check a division using multiplication Explain methods and reasoning orally, including initial thoughts about possible answers to a problem. 	<p>Forces and motion/materials</p> <ul style="list-style-type: none"> Floating or sinking: Building a Viking style sailboat Boat race in pool, consolidating on forces and motion <p>Project: growing pot plants</p> <ul style="list-style-type: none"> Begin long-term classroom pot plant observation 	<p>Geography/History</p> <ul style="list-style-type: none"> Link to boat building in Science: the Vikings Land and the built environment Soil and farming 	<p>Representing myths</p> <ul style="list-style-type: none"> Building mythical creatures out of recycled materials 	<p>Animation in Scratch Jr</p> <ul style="list-style-type: none"> Using Scratch Jr interface Making scenes in Scratch

Term 2.2		<p>Measure and prob solving</p> <ul style="list-style-type: none"> Know the relationship between kilometres and metres, metres and centimetres, kilograms and grams, litres and millilitres. Solve word problems involving measures. Begin to calculate simple time intervals in hours and minutes. Make up a number story to go with a calculation, including in the context of money. Use tally charts, frequency tables, pictograms (symbol representing one or two units) and bar charts (intervals labelled in ones or twos). 	<p>Humans and animals</p> <ul style="list-style-type: none"> Living vs non-living things Links between plants and human habitat <p>Plants and plant habitats</p> <ul style="list-style-type: none"> Plant structure What plants need to survive - experiment introducing fair testing Biomes 	<p>Geo/Weather around the world</p> <ul style="list-style-type: none"> Hot and cold places Looking at Switzerland Life in Cairo 	<p>Building a table</p> <ul style="list-style-type: none"> Recap the properties of materials Consider form vs function Build a small table that can be used in the classroom 	<p>Presenting to an audience</p> <ul style="list-style-type: none"> Making backgrounds to complement the poems we have written Introduction to Paint and Powerpoint
Term 3.1	<p>Unit 3A: Adventure stories Reading and analysing adventure stories, then planning and writing one.</p> <p>Unit 3B: Non-chronological reports Reading and analysing non-chronological reports, then planning and writing one.</p>	<p>Number and Number and prob solving</p> <ul style="list-style-type: none"> Identify simple relationships between shapes, e.g. these shapes all have the same number of lines of symmetry. Identify simple relationships between shapes, e.g. these shapes all have the same number of lines of symmetry. Read the time on analogue and digital clocks to the nearest 5 minutes on an analogue clock and to the nearest minute on a digital clock. Estimate and approximate when calculating and check their working. Explain a choice of calculation strategy and how the answer was worked out. 	<p>Keeping healthy</p> <ul style="list-style-type: none"> Eating the right food Exercise Long term project: exercise diary 	<p>Geo/history: Keeping in touch with the world</p> <ul style="list-style-type: none"> Famous people: Samuel Mo History of printing Postal systems Electronic messaging and cyber safety 	<p>Link to History:</p> <ul style="list-style-type: none"> Building Morse code transmitters using various techniques 	<p>App Smashing</p> <ul style="list-style-type: none"> Combining Scratch Jr, Paint and Powerpoint to make exciting presentations
Term 3.2	<p>Unit 3C: Humorous poems Reading and analysing humorous poems, then planning and writing one.</p>	<p>Measure and problem solving</p> <ul style="list-style-type: none"> Consolidate the use of money notation. Read to the nearest division or half division, use scales that are numbered or partially numbered. Use a ruler to draw and measure lines to the nearest centimetre. Suggest and use suitable units to measure time and know the relationships between them. Use ordered lists and tables to help solve problems systematically. 	<p>Our senses</p> <ul style="list-style-type: none"> How our senses work Building models of the senses 	<p>Geo/history: What's in the news</p> <ul style="list-style-type: none"> History of the news industry and related technology Project: authoring our own newspaper Project: making our own TV show 	<p>Decorating the table</p> <ul style="list-style-type: none"> Introducing collage and decoupage Choosing a technique to decorate the table 	<p>Data handling and graphing</p> <ul style="list-style-type: none"> Capturing data Using software to graph it