



Year 3 Spring One Curriculum Map



Maths

We will be focus on division and multiplication, both with an exchange and without. We will explore division using partitioning before moving onto length and perimeter. We will measure accurately and then learn to measure and calculate perimeter.

Vocabulary: multiplication, division, metres, centimetres, millimetres, perimeter, length, multiples, exchange, remainder, partitioning

Writing

We will be learning to structure and write a news report based on a Roald Dahl novel, before writing a quest tale based on *Beast Quest: Sepron the Sea Serpent*. We will also focus on grammar and punctuation, using simple sentences and learning how to create a compound sentence, using *Journey* by Aaron Becker.

Vocabulary: simple sentence, noun phrase, compound sentence, co-ordinating conjunction, comma, paragraph, adverb,

Reading

We will be learning to develop our reading skills across different text types, including fiction, non-fiction and poetry. We will develop our oracy skills through classroom-based discussion. We will build on and develop our inference, retrieval, prediction, language understanding and summarising skills.

Vocabulary: retrieval, inference, predict, summarise, decoding, fluency, structure, root word, prefix, suffix.

Science

Magnets and Forces

We will be learning about the invisible force of magnetism, recognising that we cannot see it but that we can see its effects. We will investigate forces and learn that forces can slow things down or speed things up. Children will explore friction and recognise that different surfaces create different amounts of friction.

Vocabulary: force, push, pull, attract, repel, friction, surface, poles, magnetic

History

The Bronze Age and Iron Age: Which was more impressive?

We will be learning about the Bronze Age and the Iron Age and reflecting on which was more impressive. We will examine archaeological remains and learning about the move from the use of stone to bronze and then iron. We will reflect on the uses of the different materials.

Vocabulary: bronze, hoard, remains, artefacts, roundhouses, iron, smelting, tribe, hillfort, memory.

DT

Digital World: Wearable Technology

We will be learning how to code using microbits in designing our own piece of wearable technology. We will research existing products before developing our own design criteria. We will use code to program and control our product, before developing our ideas using CAD.

Vocabulary: analogue, computer-aided design, digital, electronic, product, product design, technology, smart, user.

RE

Could Jesus heal people? Did he perform miracles?

We will be investigating three of Jesus' miracles where healing took place. We will evaluate if they were miracles or if there could be another explanation. We will reflect on miracles we would like to see happen in the world today.

Vocabulary: salvation, sickness, healing, miracle, Incarnation, Holy Spirit, Christianity, Jesus.

PSHE

Dreams and Goals

In this unit, we will discuss how to overcome challenges when working towards our dreams and goals. We will reflect on why it is important to have ambitions and explore how to manage feelings of frustration when obstacles occur.

Vocabulary: ambition, motivation, responsibility, respect, solution, challenge, achievement

French

Greetings

We will be exploring how to greet and say goodbye to people. Children will learn how to begin a conversation with a friend. We will learn how to express how we are and we will learn how to say our name.

PE

Dance & Basketball

In dance, we will be exploring how to create sequences and routines based on various styles of music. In basketball, we will be advancing our shooting, passing and teamwork skills.

Vocabulary: coordination, sequence, routine, balance, shooting, passing, blocking.

Computing

Document Creation: Power Point

We will be learning the skills associated with Power Point, including how to insert slides, images and text. The children will create their own presentation using the skills they have learnt.

Vocabulary: text, format, presentation, slide, image, copy, paste, resize.