

Aragon Primary School Curriculum Map

Year 3

English

We will be reading a range of genres and creating pieces of writing based on the following stimuli:

The Windmill Farmer - (non-fiction)

Twas the night Before Christmas- (poetry)

The Day I swapped my Dad for Two Goldfish-
(Fiction– playscripts)

Maths

Recall and use multiplication and division facts for the, 3, 4 and 8 multiplication tables. Write and calculate mathematical statements for multiplication using the multiplication tables that they know.

Solve problems, including missing number problems, involving multiplication and division.

Reading - Whole Class Reading lessons focusing on comprehension and the skills of vocabulary, inference, prediction, explain, retrieve and summarise, using high-quality texts.

Spanish- “Conversaciones y opiniones”

Numbers up to 31, dates and birthdays, colours, simple justified opinions.

Music-Singing

We will be preparing for our Church service in December.

DT- Food: Eating seasonally.

Know that climate affects food growth, to understand the advantages of eating seasonal goods grown in the UK. To create a recipe and to follow a recipe when cooking.

History: Stone, Bronze & Iron Age Britain

What was life like in early Stone Age Britain?

How did life change within the Stone Age?

How did life change in Bronze Age Britain?

What does Stone Age tell us about prehistoric Britain?

How does Prehistoric Britain compare to some of the earliest world civilizations?

RE– Christianity: Has Christmas Lost its true meaning?

I can start to explain the Christian belief that Jesus was God in human form and why God gave him to the world.

Science– Animals inc. Humans

Identify that animals, including humans, need the right types and amount of nutrition.

Identify that humans and some animals have skeleton & muscles for support, protection and movement.

PSHE

Celebrating Differences

I can describe different conflicts that might happen in family or friendship groups & how words can be used in hurtful or kind ways when conflict happen.

Computing - Creating media - Stop-frame animation

Learners will use a range of techniques to create a stop-frame animation using tablets. Next, they will apply those skills to create a story-based animation.

This unit will conclude with learners adding other types of media to their animation, such as music and text.

PE– Lesson 1: Netball –develop the ability to find and use space. Develop their throwing, catching & movement. **Lesson 2: Dance**– Linking a range of dance actions, adapting and performing their dance.

“To be the best we can be!”

