

St Margaret's at Cliffe Curriculum Overview for Year 3 Term 1 2018 - 2019

English

READING

- Use knowledge to read 'exception' words and spell high frequency words.
- Read range of fiction and non fiction
- Use dictionaries to check meaning
- Prepare poems & plays to perform
- Check own understanding of reading
- Draw inference
- Make predictions

GRAMMAR

- Use a range of conjunctions.
- Use perfect tense.
- Use time connectives.
- Use range of nouns and pronouns.
- Know language of clauses.

WRITING

- Use handwriting joins appropriately.
- Write simple dictated sentences.
- Plan to write based on familiar forms.
- Rehearse sentences orally for writing.
- Use rich vocabulary.
- Create simple settings & plot.
- Assess effectiveness of own and others' writing.

SPEAKING & LISTENING

- Give structured descriptions
- Participate activity in conversation.
- Consider & evaluate different viewpoints.

Mathematics

- Learn 3 & 4 times tables.
- Measure and calculate with metric measure.
- Secure place value to 100.
- Use Roman numerals to tell time.
- Mentally add & subtract, units, tens or hundreds to numbers of up to 3 digits
- Add and subtract using money in context. .
- Written column addition & subtraction.
- Interpret bar charts & pictograms.
- Count up and down in $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{10}$ to 10
- Recognise, find and name fractions of a set of objects - a third, a half, a quarter and a tenth with whole number answers
- Find $\frac{3}{4}$ of a set of objects
- Calculate fractions of amounts practically and link to division and to length, money etc.
- Recognise and use fractions as numbers- thirds, halves, quarters and tenths
- Estimate answers to calculations
- Recognise coinage and bank notes
- Add and subtract money to find totals and to give change to £2
- Use £ or p.
- Solve problems, including missing number problems around money.

Music

- Improvise and compose music.
- Use voice instruments with increasing accuracy, control and expression.

Geography

- Investigating our local area;
- To use maps, atlases, globes and digital/ computer mapping to describe features studied.
 - To use fieldwork to observe, measure, record and present human and physical features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.

History

The Egyptians – Ancient Civilisations

- The achievements of the earliest civilizations in Egypt.
- The ancient Egyptian social structure, how **to** determine social classes.
- How the discovery of the Rosetta Stone led to the deciphering of Egyptian Hieroglyphics.
- Why and how the great pyramids were built.
- To learn about famous Egyptians.

Computing

E-Safety/Combining Texts and Graphics.

- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

<p>RE</p> <ul style="list-style-type: none"> -What does it mean to be a Christian in Britain today? -Where do we belong? -What does it mean to belong to a faith community? 	<p>PSHE – New Beginnings</p> <ul style="list-style-type: none"> -Children will learn about making rules to help us feel happy and safe. -Friendships -What we like about ourselves and others. -Sharing and being kind. -Understanding how to value ourselves and others. 	<p>Design and Technology</p> <ul style="list-style-type: none"> -Use annotated sketches & prototypes to explain ideas. -Use research and criteria to develop products. -Design & make a photo frame. 	<p>Physical Education</p> <ul style="list-style-type: none"> -Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending -Compare their performances with previous ones and demonstrate improvement to achieve their personal best
<p>Art</p> <ul style="list-style-type: none"> -Use sketch books to collect, record and evaluate ideas. -Improve mastery of techniques drawing and painting with varied materials. -Learn about Kandinsky and recreate work using patterns. 	<p>Modern Foreign Languages</p> <ul style="list-style-type: none"> -Listen and engage. -Ask and answer questions. -Speak in sentences using familiar vocabulary. -Show understanding of words and phrases. 		<p>Science</p> <p>Sources of light; shadows & reflections</p> <ul style="list-style-type: none"> -Recognise that they need light in order to see things and that dark is the absence of light -Notice that light is reflected from surfaces -Recognise that light from the sun can be dangerous and that there are ways to protect their eyes -Recognise that shadows are formed when the light from a light source is blocked by a solid object -Find patterns in the way that the sizes of shadows change.