

# St Margaret's at Cliffe Curriculum Overview for Year 3 Term 1 2020-2021

## English

- Use knowledge to read 'exception' words and spell high frequency words.
- Read range of fiction and non-fiction and use dictionaries to check meaning.
- Check own understanding of reading
- Draw inference & make predictions
- Use a range of conjunctions.
- Use perfect tense.
- Use time connectives.
- Use range of nouns and pronouns.
- Know language of clauses.
- Use handwriting joins appropriately
- Write simple dictated sentences
- Plan to write based in familiar forms
- Rehearse sentences orally for writing
- Use rich vocabulary
- Create simple settings & plot
- Access effectiveness of own and other's writing
- Give structured descriptions
- Participate actively in conversation
- Consider and evaluate different viewpoints
- Write in various genres including; instructions, non-chronological reports, diary entries and stories.

## Mathematics

Re-visit and consolidate Year 2 maths.

### NUMBER

- Learn 3 & 4 times tables.
- Secure place value to 100.
- Mentally add & subtract, units, tens or hundreds to numbers of up to 3 digits.
- Written column addition & subtraction.
- Solve number problems.

### FRACTIONS TO SOLVE PROBLEMS

- 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

### MEASURE – Money and length

- Measure and calculate with metric measure
- Add and subtract using money in context
- Estimate answers to calculations
- Recognise coinage and bank notes
- Add and subtract money to find totals and to give change
- Use £ or p
- Solve problems around money

### DATA

- Interpret bar charts and pictograms

## Music

### Listening and Appraising

- Listen with attention to detail and begin to recall sounds with increasing aural memory.

## Art and Design

### Drawings

- Using line and tone to represent things seen, remembered or observed.
- Exploring shading and using different media.

### Collage work

- Developing awareness of contrasts in texture and colour.

## Physical Education

### Invasion Games – Football/Tag Rugby

- Begin to develop ball skills, to include, dribbling, passing and kicking.
- Throw and catch with control to keep possession and score 'goals'
- To build skills into practise games.

## Computing

### E-Safety

- Use internet safely and appropriately.

### Combining Text and Graphics

- Create different effects with different technological tools, demonstrating some control.
- Insert a picture/text from the internet or a personal file.

