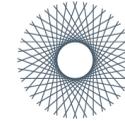


	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Theme Title</b>	<b>Stone age to Iron Age</b>		<b>Ancient Greece</b>		<b>South America</b>	
<b>Foundation Focus</b> Art/DT/History/ Geography	<p><b>Geography:</b> human and physical geography, land use, how features have changed over time</p> <p><b>History:</b> changes in Britain from the Stone Age to the Iron Age, understand the concept of change over time.</p> <p><b>Art:</b> improve mastery of art and design techniques using pencil and charcoal.</p> <p><b>DT:</b> select from and use a wider range of tools and equipment to perform practical tasks</p>		<p><b>Geography:</b> locating a range of Europe's most significant human and physical features.</p> <p><b>History:</b> Ancient Greece- A study of Greek life and achievements and their influence on Western World.</p> <p><b>Art:</b> famous landmarks, sculptures and commenting on artworks using visual language</p> <p><b>DT:</b> cooking and nutrition with a healthy and varied diet, prepare and cook savoury dishes, know where and how ingredients are grown, reared, caught and processed and follow a recipe</p>		<p><b>Geography:</b> Physical Geography including biomes and vegetation belts.</p> <p><b>History:</b> Connections, contrasts and changes over time.</p> <p><b>Art:</b> look at different techniques of designers in history using textiles and stitch materials</p> <p><b>DT:</b> design a structure, use research and develop design criteria to inform the design</p>	
<b>English</b>	Circus writing, fables, science unit writing	Recounts, take one book week, science unit writing	MAT writing project, non-chronological reports	Take one book week, play scripts, journeys	Poetry, love that book	Take one book week, adventure stories
<b>Maths</b>	Place value and regrouping, estimation, magnitude and rounding, measures, mental fluency for addition and subtraction, fact families, applying the inverse, written addition and written subtraction	Problem solving, statistics with bar charts and tables, angles, right angles and estimation, perpendicular and parallel lines, vertical and horizontal lines, 2D shape and perimeter using written and mental methods	Multiplication with the 3, 4 and 8 times table, division with the 1, 2, 3, 5, 4 and 8 times tables, multiplication strategy, associative and distributive laws, statistics with pictograms and scaled bar charts, multiplication and word problems, find fractions of discrete and continuous quantities	Ordering and comparing fractions, adding and subtracting fractions with the same denominators, problem solving with fractions with unit and non-unit fractions, problem solving, multiplying multiples of ten and formal written multiplication	Division problem solving, multiplication, division and fractions with scaling and correspondence problems, long division, time with days, weeks, months and years, telling the time with analogue and digital and estimation, duration of time	Problem solving with the four operations, place value and decimals with ten times bigger and smaller, partitioning, estimation, comparing and rounding, measures with problem solving and building and identifying

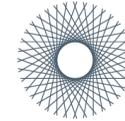


						properties of 3D shapes.
<b>Science</b>	Animals including humans, nutrition in animals and humans, carni/herbi/omni, skeletons, muscles and movement. Observing, classifying, surveys	Forces & Magnets, movement on different surfaces friction, contact forces and magnetic force, attraction and repulsion, compare and group for magnetism, poles, predictions. Fair test, Observing and measuring over time, Classifying	Rocks: compare and group, properties, fossils, soils. Observing, Classifying, fair test	Thinking and Testing: using questions to explore scientific concepts already covered in Y1-3, data handling and application of maths skills, development of planning skills. Fair test, measuring, observing	Plants: functions of parts of plants, growth requirements, water transportation, flowers, pollination and seeds, dispersal. Classifying, fair test, Observing and measuring over time	Light: light for sight, reflection, danger of sun, shadows, change in shadows. Observing and measuring over time, classifying
<b>RE</b>	Creation, identify and belonging, beliefs and practices		Identity and belonging, prayer, workshop and reflection, sources of wisdom and moral dilemmas		Human responsibilities and values and ultimate questions	
<b>PE</b>	Swimming Tag rugby	Swimming Gymnastics	Swimming Hockey	Swimming Dance	Athletics Rounders	
<b>Music</b>	Play notes on an instrument with care, perform with control and awareness of others Play and perform in solo and ensemble contexts		Develop an understanding of the history of music and use and understand staff and other musical notations		Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians, listen with attention to detail and recall sounds with increasing aural memory and improvise and compose music for a range of purposes using the inter-related dimensions of music	
<b>Computing</b>	Design, write and debug programs, use sequence, selection and repetition in programs, use logical reasoning to explain how simple algorithms work, detect and correct errors in algorithms, use technology safely, respectfully		Understand computer networks including the internet and how they can provide multiples services, use technology safely, respectfully, recognise acceptable and unacceptable behaviour		Use search technologies effectively appreciate how results are selected and ranked and be discerning in evaluating digital content, select, use and combine a variety of software (including internet	



# Alban Wood Primary School and Nursery

## Year 3 Thematic Curriculum Overview



AGORA  
LEARNING  
PARTNERSHIP

We value: Respect, Kindness, Ambition

Work together, learn together, succeed together

	and responsibly and identify a range of ways to report concerns about content and contact		and identify a range of ways to report concerns about content and contact		services) on a range of digital services to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	
<b>Possible Visits</b>	The Watford Museum Leavesden Country Park fieldwork	Stone Age / Iron Age workshop Local area to observe streams	The British Museum	Greek workshop	Art museum	