Class curriculum overview – Year 3

Term	Topic	Science	Hist/geog	PSHE & philosophy	PE	computing	Art/DT	MFL	Music
Autumn 1	Europe →focus on France	Plants; functioning parts of a flower	G #1, 6, 10 and 11	Classroom Rules Children's Rights (class charters) P4C	Dance Basketball	E-Safety	Cut outs → Matisse (link to France) Baguette Making for DT	Intercultural Understanding, Greetings, What's Your Name?	Recorder
Autumn 2	Ancient Britain →Stone Age to Iron Age	Animals; to sort/classify	H #1-3	Drugs in everyday life and how they can affect our body P4C (ongoing)	Swimming Circuit Training	Select, use and combine a variety of software on a range of devices to present and analyse info →use of mathletics, BBC kids to find topic information, presentation of findings using ipads	Pop Art →Warhol Use mechanisms → levers, wheels, and axles	How are you? Colour Numbers 1-12	Recorder
Spring 1	Invaders and Settlers	Rocks; to ask scientific questions	G #5	Food, fun and fitness	Gymnastics Football	Intro to Coding – controlling motion (turns and programming	Landscapes →Monet; Turner	Months of the Year Numbers 13-31 When's your	Recorder

						devices to move), adding sound, adding strings of text		birthday?	
Spring 2	Romans	Light; to observe closely	G#5	Acceptable and unacceptable behaviour	Swimming SSS	Use search technologies effectively	Pulleys, Gears, Movement →Roman Chariots	Days of the week What's today's date?	Recorder
Summer 1	Contrasting Localities in the UK	Forces and Magnets; to gather, record and present data	G #9, 12	Loss, grief and change	Athletics	Coding →use of sequence and selection and repetition in programs, working with variables and different forms of input and output	3D Textiles →Sewing	What's today's date? Brothers and sisters	Recorder
Summer 2	" "	Humans; reporting on findings	G#15	Outdoor Safety	Swimming Rounders	Coding →use of reasoning to explain how simple algorithms work.	Portraits →Da Vinci, Pop Up books	Have you got any pets Revisit Year 3 curriculum	Recorder