# **Year 3 Spring Term 1**

# Curriculum Overview Chembakolli; Myths and Legends

- To innovate the Story of Rama and the Demon King written into individual storybooks.

  To create a non-fiction class book with information.
- To create a non-fiction class book with information about each child's own mythical creature.

### Reading

- to develop positive attitudes towards reading and understanding what they have read by listening to and discussing a wide range of fiction and poetry.
- increasing their familiarity with a range of books.
- to retell stories orally.
- to discuss words and phrases that that capture reader's interest and

- to spell words that are often misspelt.
- to increase legibility, consistency and quality of their handwriting.
- to discuss writing similar to that they are planning to write.
- to compose and rehearse sentences orally.
- to organise paragraphs around a theme.
- to create settings, characters and plot.

### **Target Sentences**

2A BOYS List Time

Introduce

Some; others De:De

### Vocabulary, Grammar and Punctuation

- to extend the range of sentences with more than one clause.
- to use commas after fronted adverbials
- to indicate possession by using a possessive apostrophe.
- to use and punctuate direct speech.

## **Speaking and Listening**

- to listen and respond appropriately to adults an
- to gain and maintain the interest

# **Mathematics**

### **Number and Place Value**

- recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- read and write numbers up to 1000 in numerals and

### **Number: Addition and Subtraction**

- add and subtract numbers mentally
- add and subtract numbers with up to three digits, using formal written methods
- solve problems, including missing number problems, using number facts, place
- value, and more complex addition and subtraction.

### **Number: Multiplication and Division**

- recall and use multiplication and division facts for multiplication tables up to 12 x 12
- to multiply two-digit numbers times by one-digit

Design a poster exp

caternillar

**Key Objectives Covered:** 

to protect our eyes (LINK-ICT)

Work independently to create a shadow puppet, using

techniques to alter the size that the shadow appears to

Create a screen for their puppet show using their

knowledge of materials and their properties as

translucent, transparent and opaque

that there are ways to protect their eyes

light source is blocked by a solid object

that dark is the absence of light Notice that light is reflected from surfaces

make their caterpillar grow in the story of the very hungry

Recognise that they need light in order to see things and

Recognise that light from the sun can be dangerous and

Recognise that shadows are formed when the light from a

Find patterns in the way that the size of shadows change

numbers, using written methods solve problems involving multiplication and division

Science

Outcomes:

## **Number: Fractions**

- recognise, find and write fractions of a discrete set of objects
- recognise and use fractions as numbers
- recognise and show, using diagrams, equivalent fractions with small denominators
- compare and order unit fractions, and fractions with the same denominators

- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- add and subtract amounts of money to give
- change, using both £ and p in practical contexts - tell and write the time from an analogue clock, and 12-hour and 24-hour digital clocks
- estimate and read time with increasing accuracy to the nearest minute: record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning. afternoon, noon and midnight
- know the number of seconds in a minute and the number of days in each month, year and leap year

## Geometry

- draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
- recognise angles as a property of shape or a description of a turn
- identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle

### Statistics

- interpret and present data using bar charts, pictograms and tables
- solve one-step and two-step questions (for example, 'How many more?' and 'How many fewer?'l using information presented in scaled bar charts, pictograms and tables.

# **History**

# **Art & Design**

## Outcomes:

- To create a pastel artwork showing their own design of a mythical

### **Key Objectives Covered:**

- to create and develop sketchbooks to record their ideas and revisit
- to improve their mastery of art and design techniques, including drawing with a range of materials - pastel.
- to learn and imitate from great artists in history.

# **Computing**

### Outcomes

- To create a basic computer programme using Scratch.

- Control a device or on screen character using simple
- Programme a series of commands to achieve a specific
- Adapt commands to change the eventual outcome
- Use repetition in a programme
- Use selection in a programme (if/else).
- Evaluate commands and make changes where necessary.

# **Design & Technology**

To design their own mythical creature, made up of different parts of

### **Key Objectives Covered:**

- generate, develop and model ideas through annotated
- use research and develop design criteria to inform their

# Geography

Music

An in depth study of the value of Chembakolli in India.

## **Key Objectives Covered:**

- to name and locate the world's seven continents.
- to understand geographical similarities and differences through studying a small area of a non-European country.
- to develop basic geographic vocabulary to describe human and physical features.
- to devise a simple map of an area, showing physical and human
- to locate the world's countries using maps, atlases and globes.
- to investigate use of land and the distribution of natural
- esources, such as energy, food, minerals and water.

## Languages Modern

### Outcomes:

- -LCP Primary French Unit 1: A
- Children learn about the langu we speak, names, families, and
- Children know days of the week, months of the year and numbers up to 31!

## **Key Objectives Covered:**

- Listen and engage
- -engage in conversations, expressing opinions
- speak in simple language and be understood - develop appropriate pronunciation
- present ideas and information orally
- describe people, places and things

# They compose their own rhythmic composition

- **Key Objectives Covered:** en to find a pulse and maintain it though long and short notes
- ing rhythmically

Children understand what rhythm

and short notes and learn how to stay

- To experiment rhythmically with the use of body percussion and percussion
- To imitate, repeat and invent short rhythmic patterns
- To know the difference between rhythmic and melodic patterns and begin to
- To appreciate and understand music from a different tradition

## **Physical Education**

## Outcomes:

- To learn a set routine for an In
- To work in small groups to create their own dance routine.
- To perform the learned dance in front of an audience. -swimming

## **Key Objectives Covered:**

- develop flexibility, strength, technique, control and balance
- perform dances using a range of movement patterns
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.
- Achieve swimming proficiency in appropriate stages of the ASA Learn to Swim framework.

# **Religious**

# **Education**

e maintained through both long

### Outcomes:

- To develop the children's understanding of the word 'Religion'.
- To find out about the Hindu faith and how it is similar and different to Christianity.

- See locally agreed syllabus for RE.
- SEAL LINK: Going for Goals.

# **Key Objectives Covered:**