Curriculum Overview for Year 3 Gods and Mortals

English Spoken Language

Use relevant strategies to build their vocabulary. Participate in discussions, presentations, performances, role play improvisations and debates. Articulate and justify answers, arguments and opinions. Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments Consider and evaluate different viewpoints. Use spoken language to develop

Reading

Retrieve and record information from non-fiction texts. Participate in discussions about both books that are read to them and those they can read for themselves, taking turns listening to what others say.

Writing

Organise paragraphs around a theme. Proof -read for spelling and punctuation errors Discuss writing similar to that which they are planning to write in order to understand and lea from its structure, vocabulary and grammar. Compose and rehearse sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures. Assess the effectiveness of their own and others' writing and suggest improvements. Discuss and record ideas. Read aloud their won writing, to a group or the whole class, using appropriate intonction and controlling the tone and volume so that the meaning is clear. Increase the legibility, consistency and quality of their handwriting.

Mathematics Add 3 ligit and 1-digit numbers mentally, using number facts; subtract 1-digit numbers from 3-digit numbers m<mark>entally us</mark> ng number facts; add and subtract multiples of 10 by counting on and back in 10s and using number facts to snees 100s; compare and order fractions with the same denominator; begin to recognise equivalences of 1/2; add and subtract fractions with the same denominator. Use function machines to multiply by 2, 3, 4, 5 and 8 and understand the inverse; use scaling to multiply heights and weights by 2, 4, 8, 5 and 10; use known facts to multiply multiples of 10 by 2, 3, 4 and 5; multiply numbers between 10 and 30 by 3, 4 and 5 using the grid method; multiply 2-digit numbers by 3, 4, 5 and 8 using the grid method. Divide without remainders, just beyond the 12th multiple; division using chunking, with remainders; use the grid method to multiply 2-digit numbers `by 3, 4, 5 and 8; begin to estimate products. Draw and interpret bar charts and pictograms where one square/symbol represents two units; compare and measure weights in multiples of 100g; know how many grams are in a kilogram; estimate and weigh objects to the nearest 100g; draw and interpret bar charts where one spe represents one hundred units. Add 3-digit and 2-digit numbers using mental strategies; add two 3-digit numbers using mental strategies or by using column addition; use reasoning, trial and improvement to solve problem involving more complex addition

Science Gather, record and use data in a variety of ways to answer a simple question. Compare the diets of a herbivore and carrivore with (typically) omnivorous humans. Define what a fossil is and how they are formed. Identify and describe the functions of common plant parts. Draw a simple diagram to show how water is transported through a plant. Know that animals, including humans, cannot make their own food, by investigating food chains and recognise that all food begins with a plant. Draw, with help, a simple conclusion based on evidence from an enquiry or observation. Gather, record and use data in a variety of ways to answer a simple question. Record their findings using scientific language and present in note form, writing frames, diagrams, tables and charts.

Religious

Recognise and begin to ask important questions about how religious and moral values, commitments and beliefs can influence behaviour. Recognise and begin to ask important questions

Education

about how religious and moral values, commitments and beliefs can influence behaviour. ognise and begin to ask important questions

about how religious and moral values, commitments and b eliefs can influence behaviour Know the function of objects/places/ people within religio practices and lifestyles. Begin to recognise key similarities

and differences. Recognise what influences them in their lives. Identify the influence religion has on lives, cultures and communities Recognise and begin to ask important questions about how religious and moral values, including their own commitments and beliefs can influence behaviour.

Art & Design

Improve mastery of art and design techniques, including lrawing, painting and sculpture with a range of materials. Find out about great artists and designers in history.

Design & Technology

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross sectional and exploded diagrams, prototypes, pattern pieces and computer aid design.

Select from and use a wider range of materials and components, including construction materials, textiles and ngredients, according to their functional properties and aesthetic qualities.

elect from and use a wider range of tools and equipment to rform practical tasks (e.g. cutting, shaping joining and finishing) curately.

Modern Languages

Continue applying the knowledge, skills and understanding of the language covered in unit one.

Say the nouns in French for members of their family. Tell somebody in French the members and age of a fictitious, historical or television family as a model to present and practise family vocabulary. Continue to count, reaching 100, to enable students to

say the age of various family members. Understand the concept of mon, ma and mes in French.

Physical Education

Olympic field events.

tudies.

