

Tanners Brook Primary School- Year 3 Curriculum Map – 2018 - 2019

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	<p>Stone Age Boy – Satoshi Kitamura</p> <p>Reading the text – making predictions, retrieval questions, drawing inferences about feelings, thoughts and motives, map out the journey and use drama to demonstrate understanding of text</p> <p>Character description</p> <p>Discussion of the structure of the story and complete an independent story map. Rewriting story.</p> <p>Non-Chronological Report – Stone Age, note taking, planning, writing, editing</p> <p>Poetry – reading a range of poems. Exploring language, understanding how to perform poetry, learn a poem by heart. Writing own poem</p>	<p>Skills week using - James and the Giant Peach focusing on – co-ordination, subordination.</p> <p>Adventure Story – James and the Giant Peach by Roald Dahl. Role - play, reading the text, planning and writing character description. Setting description paragraphs, identifying adventure elements. Planning, writing, editing own story.</p> <p>Writing letters</p> <p>Read letters, explore language. Plan, write, edit and review a letter to the local church.</p>	<p>Narrative – stories from other cultures – The Italian Cinderella. Reading and understanding the text. Writing in the style of, reviewing and editing.</p> <p>Romeo & Juliet</p> <p>Playscripts - Identifying features of play – scripts, role - play, acting out. Plan/write play - script. Act out own scripts.</p> <p>Diary Writing – in role as a character from Romeo & Juliet</p>	<p>Narrative story – suspense – using The Nightmare Man</p> <p>Non chronological reports – links to Italy - features of, plan, write a non-chronological report about Italy.</p> <p>Persuasive writing - link to DT/Pizza– understanding the features, plan and write a persuasive text.</p>	<p>Skills week - Text: Beauty and the Beast by Michael Morpurgo focusing on tenses, conjunctions/adverbs and prepositions.</p> <p>Non chronological report and presentation. Understanding the structure and organisation. Research a topic –maritime Southampton. Plan, write, edit and review a non-chronological report.</p> <p>Narrative Story</p> <p>Based on The Iron Man by Ted Hughes</p>	<p>Skills week – based on the short film 'The present' focusing on paragraphs.</p> <p>Narrative Story</p> <p>Based on Friend or Foe by Michael Morpurgo</p> <p>Instructions – links to DT picture frames. Read a range of instructional texts. Plan, rehearse, write and instruction text.</p> <p>Poetry – exploring the different forms, present poems orally, explore language, plan a shape poem, write, edit and review a shape poem. Also, Haiku, Cinquains.</p>
	Phonics and Reading Scheme	Bug Club, Oxford Reading Tree (Biff and Chip), Rigby Star	Bug Club, Oxford Reading Tree (Biff and Chip), Rigby Star	Bug Club, Oxford Reading Tree (Biff and Chip), Rigby Star	Bug Club, Oxford Reading Tree (Biff and Chip), Rigby Star	Bug Club, Oxford Reading Tree (Biff and Chip), Rigby Star
Maths	<p>Number and Place value – HTO 's - what does each digit represent. Find 10/100 more or less. Comparing, ordering numbers to 1000. Solve problems.</p> <p>Addition and Subtraction – add/subtract numbers mentally with up to 3 digits and using formal written methods. Solve problems.</p> <p>Multiplication and division</p> <p>Time, tell and write the time from a digital clock. Convert time from analogue to digital. Know number of</p>	<p>Addition and Subtraction - using formal written methods. Solve a mixture of word and missing number problems.</p> <p>Money – show amounts of money – add and subtract money</p> <p>Shape – recognise, name and describe 2D and 3D shapes</p> <p>Fractions – finding and recognising fractions of shapes and quantities</p>	<p>Addition</p> <p>Multiplication and division - Multiply and divide numbers mentally and with up to 3 digits using formal written methods. Solve problems</p> <p>Fractions – fractions of a shape, count up and down in tenths, compare and order unit fractions and with same denominator, add and subtract fractions with the same denominator, solve fraction problems</p> <p>Geometry – properties of 2D shape, angles, turns,</p>	<p>Tell the time with increasing accuracy, record and compare units of time.</p> <p>Addition and Subtraction - add/subtract numbers mentally with up to 3 digits and using formal written methods. Solve problems</p> <p>Multiplication and division - Multiply and divide numbers mentally and with up to 3 digits using formal written methods. Solve problems</p> <p>Missing number problems with all four number operations</p>	<p>Number and Place value – HTO 's - what does each digit represent. Find 10/100 more or less. Comparing, ordering numbers to 1000. Solve problems</p> <p>+, -, x, /</p> <p>Mental methods, solve a mixture of word problems</p> <p>Measure: mass – compare, add and subtract kg/g</p> <p>Fractions - compare and order unit fractions and with same denominator, add and subtract fractions with the same denominator,</p>	<p>Statistics - interpret bar charts, pictograms, tables and tally charts. Decide, collect, Present data.</p> <p>Measurement – time - Know number of seconds in a minute, day in month, year and leap year. roman numerals, tell and write the time from a digital clock. Compare durations of events</p> <p>Geometry – properties of shape - properties of 2D and 3D shape, angles, turns, different orientations, identify horizontal, vertical, perpendicular and parallel lines</p>

	seconds in a minute, day in month, year and leap year.	Measurement - length and capacity, compare, add and subtract units of measure. Statistics – link to DT – interpret bar charts, pictograms and tally charts. Present data.	Perimeter or 2d shapes. Positive integer scaling problems.	Money – show amounts of money, add money, subtract amounts of money, Measurement – mass – measure, compare, add and subtract mass – kg and g. Solve problems.	recognise, show, use diagrams, equivalent fractions with small denominators. Time	Measurement – Money – show amounts of money, add money, subtract amounts of money,
Science	Rocks and Fossils	Animals, including humans	Forces and Magnets	Light	Plants	Plants
Computing	E safety The internet Mapping	Email Go with the flow - programming	Flow Diagrams Lego WeDo Getting started	A – mazing programming	Databases	Presenting = Powerpoint
History	Stone Age to Iron Age	Stone Age to Iron Age				Southampton - 1.Local maritime Southampton A local history study The importance of the docks during WW2
Geography			Italy	Italy	SPS We are Southampton DP World, cities Digital/computer Mapping Land use/economic/industry/ natural resources	
Art	Drawing – mark making Sculpture – Andy Goldsworthy	Painting – Cave paintings	Drawing Michael Angelo	Drawing Michael Angelo	Printing	Textiles – Rainbow fish weaving
DT		Shelters		Pizza		Picture Frames
RE	Devotion Hindu Gods	Journeys Flight from Egypt	Myths Christian & Hindu	Suffering Key events of Holy Week	Special Places Christian and Hindu	Rites of Passage Christian & Hindu
PSHE	New Beginnings	Belonging to a group	Going for goals	Looking after ourselves	Friends	Changes from the past and in the future
PE and Games	Dance unit 1 Multiskills	Gym unit 1 Invasion Games (football)	Dance unit 2 Invasion Games (hockey)	Net and Wall Tennis OAA -Outdoor and Adventurous Activities	Rhythmic Gymnastics Athletics Unit 1	Athletics Unit 2 Striking Rounders
Music	Recorders	Recorders	Recorders	Recorders	Recorders	Recorders
MFL French	Moi	Moi	Jeux et chansons	Jeux et chansons	On fait la fete	On fait la fete

SPS- Statuary Place study