



Year 3 Unit Three Curriculum Map



Maths

We will be focusing on division and multiplication, both with an exchange and without. We will explore division using partitioning before moving onto length and perimeter. We will measure accurately and then learn to measure and calculate perimeter.

Vocabulary: multiplication, division, metres, centimetres, millimetres, perimeter, length, multiples, exchange, remainder, partitioning

Writing

The children will explore poetry to begin the unit, writing an acrostic poem based on 'Bluebell from the Lost Words.' We will be learning to structure and write a police incident report, based on Roald Dahl's 'Revolting Rhymes', before writing an information text based on 'Beast Quest: Sepron the Sea Serpent'.

Vocabulary: acrostic poem, noun phrase, compound sentence, co-ordinating conjunction, comma, paragraph, adverb,

Reading

We will be learning to develop our reading skills across different text types, including fiction, non-fiction and poetry. We will develop our oracy skills through classroom-based discussion. We will build on and develop our inference, retrieval, prediction, language understanding and summarising skills.

Vocabulary: retrieval, inference, predict, summarise, decoding, fluency, structure, root word, prefix, suffix.

Science

Movement and Feeding

Children will learn that animals including humans need the right types and amounts of nutrition to thrive and grow, and that eating the wrong types and amounts can lead to health problems. They will identify that we cannot make our own food and that we need to eat a varied diet. They will construct a balanced food plate.

Vocabulary: mammal, animals, protein, fats, carbohydrates, carnivore, omnivore, herbivore, muscles, pattern

History

The Bronze Age and Iron Age: Which was more impressive?

We will be learning about the Bronze Age and the Iron Age and reflecting on which was more impressive. We will examine archaeological remains and learn about the move from the use of stone to bronze and then iron. We will reflect on the uses of the different materials.

Vocabulary: bronze, hoard, remains, artefacts, roundhouses, iron, smelting, tribe, hillfort, memory.

DT

Digital World: Wearable Technology

We will be learning how to code using microbits in designing our own piece of wearable technology. We will research existing products before developing our own design criteria. We will use code to program and control our product, before developing our ideas using CAD.

Vocabulary: analogue, computer-aided design, digital, electronic, product, product design, technology, smart, user.

RE

Could Jesus heal people? Did he perform miracles?

We will be investigating three of Jesus' miracles where healing took place. We will evaluate if they were miracles or if there could be another explanation. We will reflect on miracles we would like to see happen in the world today.

Vocabulary: salvation, sickness, healing, miracle, Incarnation, Holy Spirit, Christianity, Jesus.

PSHE

Dreams and Goals

In this unit, we will discuss how to overcome challenges when working towards our dreams and goals. We will reflect on why it is important to have ambitions and explore how to manage feelings of frustration when obstacles occur.

Vocabulary: ambition, motivation, responsibility, respect, solution, challenge, achievement

French

Greetings

We will be exploring how to greet and say goodbye to people. Children will learn how to begin a conversation with a friend. We will learn how to express how we are and we will learn how to say our name.

PE

Lionheart Character Awards & Ball Skills

In our LCA sessions, we will be explicitly teaching character attributes such as resilience and self-discipline through physical activity and outdoor learning. We will develop our ball skills through catching, throwing and improving our accuracy.

Vocabulary: coordination, resilience, leadership, catching, throwing, accuracy.

Computing

Programming A - Sequencing Sounds

We will be exploring of first of two programming units in sequencing sounds, whereby the children will explore the concept of sequencing through Scratch. The children will be introduced to a selection of motion, sound and event blocks which they will use to create their own program.

Vocabulary: program, block, motion, sound, event, function, repetition.