Year 3 Summer One Curriculum Map

Maths

We will be focus on fractions before moving onto money and time. We will explore adding and subtracting fractions, before learning to find a fraction of an amount. The children will learn how to convert pounds and pence, as well as tackling money problems. Finally, children will learn to tell the time to the minute.

Vocabulary: fraction, numerator, denominator, partition, pounds, pence, analogue, digital, minutes, seconds

Writing

We will be writing a story opening and a diary entry based on The Wild Robot by Peter Brown, which is also our class book. Children will innovate their own opening of the novel and we will explore the features of a diary entry before recounting the actions of a key character. Children will continue to focus on grammar and punctuation to underpin their writing.

Vocabulary: homophone, adverb, prefix, direct speech, inverted commas, narrative, diary entry, first person.

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

What Plants Need

We will explore the requirements of plants for life and growth and learn that these vary from plant to plant. Children will identify and describe the functions of different parts of a flowering plant. We will investigate the amount of water needed to help a plant grow well, before comparing how well grass seeds grow with more or less space.

Vocabulary: nutrients, transportation, anchor, energy, growth, seeding, photosynthesis, chlorophyll, oxygen.

History

Our Local Area

We will return to Calke Abbey and discuss the importance of local history. We will explore the inside of the National Trust listed property and we will receive a visit from the Magic Attic, a Swadlincote-based local history resource. Finally, the children will decide whether they think local history is important and whether listed buildings are worth preserving.

Vocabulary: preserve, architecture, locality, listed, maintenance, campaign, property.

D.T.

Structures: Designing a Castle

We will learn to design, draw and create a castle that includes common features of a castle, such as turrets, towers and gatehouses. Children will recognise that a castle is formed of 3D shapes and develop their skills to build a complex structure from simple geometric shapes.

Vocabulary: turret, tower, moat, 3-dimensional, net, design, façade, structure, stable.

RE

What do some deities tell Sanatanis about God?

We will be learning about a selection of different deities (Ganesha, Lakshmi and Brahman) and explore the belief that Sanatanis believe that Brahman is one supreme deity with different aspects. Children will explain why these deities are important to Sanatanis.

Vocabulary: Brahma, aspects, avatar, reflections, Ganesha, Deity, Lakshmi, Trimurti, Supreme.

PSHE

Relationships

In this unit, we will explore 'Relationships' and the roles and responsibilities of different members of each family member. We will discuss how to solve friendship issues when they occur and explore how to stay safe online.

Vocabulary: stereotype, career, responsibilities, social media, appreciation, equality, interconnected

French

Numbers to 31, Months and Classroom Instructions

We will be revisiting numbers, recapping numbers to 20 before moving onto numbers to 31. We will learn the months of the year and

PE

Fundamentals and Tennis

In fundamentals, we will develop our skills of movement, balance and agility. In tennis, we will explore different techniques of striking the ball, including forehand and backhand.

Vocabulary: balance, agility, stamina, movement, volley, serve, forehand, backhand.

Computing

Programming – Introduction to Coding - Beebot

We will be learning and developing our coding skills using Beebot as an introduction to coding. Children will explore algorithms before learning how to program them, in order to create movement and the creation of different shapes.

Vocabulary: coding, programming, problem solving, movement, code, debug, sequencing, algorithm.