Year 3 Curriculum Overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Animals including humans Human body Skeletons and muscles	Rocks Fossils Types of rocks	<u>Light</u> Sources Reflection Shadows	Plants Main parts Function Requirements for life	Forces and magnets Friction Pushes and pulls Air resistance	S <u>cientists and inventors</u>
History	<u>Stone age</u> Life Periods	<u>Iron age</u> How did life change?	China Comparing Ancient and Modern, Chinese New Year, Sharing Dynasty		<u>Egypt</u> Life, Artefacts, Pharoahs, Gods, Timelines	
Geography	Land use Maps and symbols Atlases How land is used in the UK?	Extreme Earth Volcanoes, Continents of the world, Wild Weather	<u>Map work</u> Cities, Atlases	<u>UK</u> Countries and cities, Time zones, Valleys of water	<u>Map Skills</u> Locations, Latitude, Iongitude	Rainforests Topographical features, maps, atlases and globes
Art	Stone Age to Iron Age Printing	<u>Rocks, Volcanoes,</u> <u>Earthquakes</u> Painted rocks Collage	Ancient Civilisations Chinese Dynasty Silouettes Printing	Shakesphere Landscape project Hockney Jackson	<u>Portraits</u> Death masks, self portraits, 3D work	Sheep Henry Moore, mark making, shadows, clay
DT	Mechanical Posters	Mechanical Posters	Edible Garden	Edible Garden	Let's Go Fly a Kite	Let's Go Fly a Kite
Computing	Online safety	Internet research and comunication	Drawing and desktop publishing	Presentation skills	Word processing	Programming turtle, log and scratch
RE	Hinduism	Nativity	Islam	Easter Story	Sikhism	Judaism
PE	Athletics Basic Gymnastics Skills 1	Basketball Handball	Hockey Dance	Basic Gymnastics Skills 2 Dodgeball	Outdoor activities and adventure Swimming	Tennis Swimming
Music	Let your spirit fly!	Glockenspiel Stage 1	Three Little Birds	The dragon song	Bringing us together	Reflect, rewind and replay
PSHE	Keeping safe Rights and Responsibilities	Healthy lifestyles	Money	Growing and changing	Healthy Relationships	Valuing difference
French	Getting to know you	All about me	Food glorious food	Family and friends	Our school	Time