

Year 3 Long-Term Plan

Subject	Autumn		Spring		Summer	
	1	2	1	2	1	2
Topic	The Stone Age	Where in the world?	The Ancient Egyptians		Ancient Greece	
English	<p>Text: Stone Age Boy by Satoshi Kitamura Genre: diary entry</p> <p>Text: The First Drawings by Mordicai Gerstein Genre: character description and recount</p>	<p>Text: How to Wash a Woolly Mammoth by Michelle Robinson Genre: Instruction Writing</p> <p>Text: The Iron Giant by Ted Hughes Genre: poetry and mystery narrative</p>	<p>Text: Cinderella of the Nile by Beverley Naidoo Genre: traditional tale</p> <p>Text: The story of Tutankhamun by Patricia Cleveland-Peck Genre: biography</p>	<p>Text: Marcy and the riddle of the sphinx by Joe Todd Stanton Genre: non-fiction</p>	<p>Text: The Odyssey by Gillian Cross Genre: epic adventure story</p>	<p>Text: Who let the Gods out by Maz Evans Genre: advert and letter</p>
Maths	<p>Number – place value * count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number * recognise the place value of each digit in a three-digit number (hundreds, tens, ones) * compare and order numbers up to 1000 * identify, represent and estimate numbers using different representations * read and write numbers up to 1000 in numerals and in words</p>	<p>Number – fractions * recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a set of objects or quantity * write simple fractions, for example 1/2 of 6 = 3 * recognise the equivalence of 2/4 and 1/2 * count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 * understand that fractions can be added together to make a whole (bar model examples) and also show</p>	<p>Number – addition and subtraction (to also revise Place Value throughout) * add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction (moving on to carrying/exchanging if confident) * estimate the answer to a calculation and use inverse operations to check answers * solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</p> <p>Measure – money</p>	<p>Number – multiplication and division * recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables * write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods (moving on to ‘formal’ method with confident X tables and no exchanging) * solve problems, including missing number problems,</p>	<p>Number – 4 operation revision * add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction (moving on to carrying/exchanging if confident) * solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction * write and calculate mathematical statements for multiplication and division using the multiplication tables that they know using formal written methods (carrying</p>	<p>Measure – weights/mass volume/capacity * measure, compare, add and subtract: mass (kg/g); * measure, compare, add and subtract: volume/capacity (l/ml)</p> <p>Consolidation work based on the year – to include fractions.</p>

Year 3 Long-Term Plan

	<p>* solve number problems and practical problems involving these ideas</p> <p>Number – addition and subtraction</p> <p>* add and subtract numbers mentally, including: a three-digit number and 1s a three-digit number and 10s a three-digit number and 100s</p> <p>* add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction (no carrying/exchanging)</p> <p>Number – multiplication and division</p> <p>* recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p> <p>* write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods (dividing to focus on the inverse of multiplying this term with no need to do ‘formal’ method).</p>	<p>using missing fraction sentences ($1/5 + ? = 1$)</p> <p>* recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p>Measure – lengths</p> <p>* measure, compare, add and subtract lengths measure, compare, add and subtract: lengths (m/cm/mm)</p> <p>Measure – perimeter</p> <p>* measure the perimeter of simple 2-D shapes</p>	<p>* add and subtract amounts of money to give change, using both £ and p in practical contexts</p> <p>Geometry – shape</p> <p>* draw 2-D shapes and make 3-D shapes using modelling materials;</p> <p>* recognise 3-D shapes in different orientations and describe them</p> <p>* recognise angles as a property of shape or a description of a turn identify right angles,</p> <p>* recognise that 2 right angles make a half-turn, 3 make three-quarters of a turn and 4 a complete turn</p> <p>* identify whether angles are greater than or less than a right angle</p> <p>* identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p> <p>Number – fractions</p> <p>* recognise, find, name and write fractions $1/3$, $1/4$, $2/4$ and $3/4$ of a set of amount/quantity</p> <p>* recognise and show, using diagrams, equivalent fractions with small denominators</p> <p>* recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p>	<p>involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects</p> <p>Measure – time</p> <p>* tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</p> <p>* estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o’clock, am/pm, morning, afternoon, noon and midnight</p> <p>* know the number of seconds in a minute and the number of days in each month, year and leap year</p> <p>* compare durations of events [for example, to calculate the time taken by particular events or tasks]</p>	<p>and/exchanging if confident)</p> <p>* solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects</p> <p>Statistics</p> <p>* interpret and present data using bar charts, pictograms and tables</p> <p>* solve one-step and two-step questions [for example ‘How many more?’ and ‘How many fewer?’] using information presented in scaled bar charts and pictograms and tables</p> <p>Numbers -fractions</p> <p>* recognise and show, using diagrams, equivalent fractions with small denominators</p> <p>* add and subtract fractions with the same denominator within one whole</p> <p>* compare and order unit fractions, and fractions with the same denominators</p>	
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Year 3 Long-Term Plan

			* recognise and show, using diagrams, equivalent fractions with small denominators (e.g. a shape has 6 equal parts and the children are asked to shade in 1/3).				
Science	<p>Forces and Magnets * compare how things move on different surfaces</p> <p>*notice that some forces need contact between 2 objects, but magnetic forces can act at a distance</p> <p>* observe how magnets attract or repel each other and attract some materials and not others</p> <p>* compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials</p> <p>* describe magnets as having 2 poles</p> <p>*predict whether 2 magnets will attract or repel each other, depending on which poles are facing</p>	<p>Animals inc humans * identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat</p> <p>* identify that humans and some other animals have skeletons and muscles for support, protection and movement</p>	<p>Sound identify how sounds are made, associating some of them with something vibrating</p> <p>* recognise that vibrations from sounds travel through a medium to the ear</p> <p>* find patterns between the pitch of a sound and features of the object that produced it</p> <p>* find patterns between the volume of a sound and the strength of the vibrations that produced it</p> <p>* recognise that sounds get fainter as the distance from the sound source increases</p>	<p>Light * recognise that they need light in order to see things and that dark is the absence of light</p> <p>* notice that light is reflected from surfaces</p> <p>* recognise that light from the sun can be dangerous and that there are ways to protect their eyes</p> <p>* recognise that shadows are formed when the light from a light source is blocked by an opaque object</p> <p>* find patterns in the way that the size of shadows change</p>	<p>Plants * identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers</p> <p>* explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant</p> <p>* investigate the way in which water is transported within plants *explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal</p>		
RE	<p>Christianity: <i>Religion and the Individual</i> How do Christians show that reconciliation with God and other people is important?</p>	<p>Islam: <i>Religion and the Individual</i> How does a Muslim show their submission and obedience to Allah?</p>	<p>Hinduism: <i>Religion and the Individual</i> Why does a Hindu want to collect good karma?</p>	<p>Christianity: <i>Beliefs in Action in the World</i> What do Christians mean when they talk about the Kingdom of God?</p>	<p>Humanist Why do humanists use the golden rule as a basis for morality?</p>	<p>Sikhism <i>How does the teaching of the gurus move Sikhs from dark to light?</i></p>	

Year 3 Long-Term Plan

<p align="center">Geography</p>	<p align="center"><i>History this half-term</i></p>		<p align="center"><i>History this half-term</i></p>	<p>Egypt – River Nile/compare to Thames? Why are major cities built around a river?</p> <p><u>Locational knowledge</u> *locate the world’s countries, using maps <u>Human and physical geography</u> *describe and understand key aspects of: *physical geography, including: rivers *Human geography, including: types of settlement and land use</p>	<p align="center"><i>History this half-term</i></p>	<p>Greece – trade (fishing/olive oil) Featuring islands <u>Locational knowledge</u> *Locate the world’s countries, using maps to focus on Europe, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities <u>Place knowledge</u> U*nderstand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country</p>
<p align="center">History</p>	<p>* changes in Britain from the Stone Age to the Iron Age -Was Stone Age man simply a hunter and gatherer, concerned only with survival? -How different was life in the Stone Age when man started to farm? -What can we learn about life in the Stone Age from a study of Skara Brae? -Why is it so difficult to work out why Stonehenge was built? -How much did life really change during the</p>	<p align="center"><i>Geography this half-term</i></p>	<p>* the achievements of the earliest civilizations – Ancient Egypt -How can we discover what Ancient Egypt was like over 5,000 years ago? -What sources of evidence have survived and how were they discovered? -What does the evidence tell us about everyday life for men, women and children? -What did the Ancient Egyptians believe about life after death and how do we know? -What did Ancient</p>	<p align="center"><i>Geography this half-term</i></p>	<p>* to know about the Ancient Greeks from over 2,500 years ago -What can we work out about ancient Athens from pottery evidence remains? -Why was Athens able to be so strong? -What was so special about Athens? -What can we found out about their interest in theatre and Olympics? -How have the Ancient Greeks influenced our lives today?</p>	<p align="center"><i>Geography this half-term</i></p>

Year 3 Long-Term Plan

	Iron Age and how can we possibly know? -Can you solve the mystery of the 52 skeletons of Maiden Castle?		Egypt have in common with other civilizations from that time?			
Art	<p>Painting & Mixed Media: Prehistoric Paintings</p> <ul style="list-style-type: none"> * create sketch books to record their observations and use them to review and revisit ideas * know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms * develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design * improve their mastery of art and design techniques, including drawing, painting and sculpture * improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] * learn about great artists, architects and designers in history 	<i>DT this half-term</i>	<p>Craft and Design: Ancient Egypt Scroll writing</p> <ul style="list-style-type: none"> * to create sketch books to record their observations and use them to review and revisit ideas * to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] * about great artists, architects and designers in history 	<i>DT this half-term</i>	<p>Drawing: Growing Artists</p> <ul style="list-style-type: none"> * create sketchbooks to record their observations and use them to review and revise ideas * improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] * learn about great artists, architects and designers in history 	<i>DT this half-term</i>
DT	<i>Art this half-term</i>	<p>Textiles: weaving (God's Eye)</p> <p>Make</p> <ul style="list-style-type: none"> * select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Design</p>	<i>Art this half-term</i>	<p>Mechanical systems: Pneumatic toys (open an Egyptian tomb)</p> <ul style="list-style-type: none"> * select from and use a wider range of tools and equipment to perform practical tasks * select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately * select from and use a wider range of materials and components, including 	<i>Art this half-term</i>	<p>Cooking and Nutrition: Greek dips and dippers</p> <p>Make</p> <ul style="list-style-type: none"> *Children learn basic food preparation techniques and ways of combining components to create simple food products for a particular purpose, i.e. <i>designing a healthy dip for a party.</i> *They develop their designing skills by using their own experiences and evaluating

Year 3 Long-Term Plan

		<p>* use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>* generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Evaluate</p> <p>* evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p>		<p>construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>Design</p> <p>* generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>* use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>Evaluate</p> <p>* evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p>Technical knowledge</p> <p>* apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p>		<p>existing products to develop ideas.</p> <p>*Through discussion, they develop criteria for their design proposals and suggest ways to proceed.</p> <p>*They develop their making skills by learning to combine components according to taste, appearance, texture and aroma to create a product that contributes to a healthy diet.</p> <p>*Through this activity children develop an awareness of health and safety and learn that the quality of the product depends on how well it is made and presented.</p>
<p align="center">Music</p>	<p align="center"><i>Computing this half-term</i></p>	<p align="center">Ballads</p> <p>*Identify the key features of a ballad.</p> <p>*Perform a ballad using actions.</p> <p>*Sing in time and in tune with a song and incorporate actions.</p> <p>*Retell a summary of an animation's story.</p> <p>*Write a verse with rhyming words which tell part of a story.</p> <p>*Perform their lyrics fluently and with actions.</p>	<p align="center"><i>Computing this half-term</i></p>	<p align="center">Pentatonic Melodies and Composition Chinese New Year</p> <p>* Match their movements to the music, explaining why they chose these movements.</p> <p>* Accurately notate and play a pentatonic melody.</p> <p>*Play their part in a composition confidently.</p> <p>*Work as a group to perform a piece of music.</p>	<p align="center"><i>Computing this half-term</i></p>	<p>Jazz</p> <p>* play and perform in ensemble contexts, using their voices and playing musical instruments</p> <p>* improvise and compose music for a range of purposes using the interrelated dimensions of music</p> <p>* listen with attention to detail and recall sounds with increasing aural memory</p> <p><input type="checkbox"/> * use and understand staff and other musical notations</p> <p>* appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</p> <p>* develop an understanding of the history of music</p>

Year 3 Long-Term Plan

<p align="center">Computing</p>	<p>Computing Systems and Networks: <i>Connecting Computers</i> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. * use sequence, selection, and repetition in programs; work with variables and various forms of input and output * understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration * select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information * use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p align="center"><i>Music this half-term</i></p>	<p>Creative Media: <i>Stop-Frame Animation</i> Capturing and editing digital still images to produce a stop-frame animation that tells a story. * select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information * use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p align="center"><i>Music this half-term</i></p>	<p>Programming: <i>Sequencing Sounds</i> Creating sequences in a block-based programming language to make music. * design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts * use sequence, selection, and repetition in programs; work with variables and various forms of input and output *use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs * select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p>	<p align="center"><i>Music this half-term</i></p>
<p align="center">RSE/Life Skills</p>	<p>Introduction * Setting ground rules and signposting</p>	<p>Family and relationships * Healthy families * Friendship conflicts * Friendship: conflict vs bullying * Learning who to trust * Respecting differences in others *Stereotyping gender</p>	<p>Health and wellbeing * My healthy diary * Wonderful me * Resilience: breaking down barriers * Diet and dental health</p>	<p>Safety and the changing body * First Aid: emergencies and calling for help * Cyberbullying * Influences * Keeping safe out and about</p>	<p>Citizenship * Rights of the child * Charity * Local democracy</p>	<p>Economic wellbeing * Budgeting * Career quest</p>
<p align="center">French</p>	<p>Phonetics I am learning French</p>	<p align="center">Animals</p>	<p align="center">Instruments</p>	<p align="center">I am able...</p>	<p align="center">Fruits</p>	<p align="center">Ice-Creams</p>

Year 3 Long-Term Plan

PE	<p>Matball Assessment focus: * use running, jumping, throwing and catching in combination</p> <p>* play competitive games, modified where appropriate (for example matball) and apply basic principles suitable for attacking and defending</p> <p>* communication and collaboration</p> <p>* pupil knows how to improve within this physical discipline</p>	<p>Skittleball Assessment focus: * use running, jumping, throwing and catching in combination.</p> <p>* play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p> <p>* communication and collaboration</p> <p>* pupil knows how to improve within this physical discipline.</p>	<p>Dance Assessment focus: * develop flexibility, strength, technique, control and balance</p> <p>* perform dances using a range of movement patterns, develop sequences of movement.</p> <p>* pupil can evaluate their performance and recognise their own success.</p>	<p>Gymnastics Assessment focus: * developing balance, agility and co-ordination, and begin to apply these in a range of activities.</p> <p>* communication and collaboration</p> <p>* pupil knows how to improve within this physical discipline.</p> <p>* develop flexibility, strength, technique, control and balance</p>	<p>Athletics Assessment focus: * use running, jumping, throwing and catching in isolation</p> <p>* play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p> <p>* communication and collaboration</p> <p>* pupil knows how to improve within this physical discipline</p> <p>* compare their performances with previous ones and demonstrate improvement to achieve their personal best</p>	<p>Unihoc Assessment focus: * use running, jumping, throwing and catching in combination</p> <p>* play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p> <p>* communication and collaboration</p> <p>* pupil knows how to improve within this physical discipline</p>
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