

# Year 3 - Autumn Term Curriculum Information

Please find below the learning focus and skills your child will be taught this term. Your discussions at home will really help your child's learning.

## English

**Speaking & Listening** - Listen and respond appropriately to adults and their peers. Ask relevant questions to extend their understanding and knowledge. Speak clearly and fluently with confidence.

**Reading** — Read independently and develop positive attitudes to reading. Retrieve and record information from both fiction and non-fiction texts. Summarise the main ideas from texts. Develop their dictionary skills and vocabulary.

**Writing** — Name and locate nouns, verbs, adjectives, conjunctions and prepositions. Punctuate sentences accurately, with some use of commas. Begin to organise sentences into paragraphs. Create settings, characters and plots in stories.

## Mathematics

Recall and use multiplication / division facts for the 2, 3, 4, 5 and 10 times tables. Recognise the place value of each digit in any 3-digit number. Compare, order and partition 3-digit numbers. Add and subtract numbers with up to 3-digits, using extended / formal columnar written methods. Develop extended / written methods for multiplication and division starting with 2-digits by 1-digit numbers. Identify fractions of shapes, numbers and objects. Compare and order unit fractions ( $\frac{1}{5}$ ,  $\frac{1}{3}$ ,  $\frac{1}{9}$ ) and fractions with the same denominator ( $\frac{2}{5}$ ,  $\frac{4}{5}$ ,  $\frac{1}{5}$ ). Solve number / practical problems choosing and carrying out appropriate calculations. Tell and write the time from an analogue clock. Measure and compare length (mm, cm, m) and calculate the perimeter.

## Science

**Light** — Know that we need light to see and that shadows are formed when the light is blocked by a solid object. Notice that light is reflected from surfaces.

**Rocks** — Understand how different rocks are created and that rocks are used for a variety of purposes. Carry out tests to help sort, compare and group different rocks according to hardness and permeability.

## Computing

**We are Programmers**—Create an algorithm for an animated scene in the form of a storyboard. Write a program in Scratch to create the animation. Correct mistakes in their animation programs.

**We are Big Fixers**— Develop strategies for finding errors in programmes. Build up resilience for problem solving. Increase their knowledge and understanding of Scratch. Recognise common types of bug in software.

## Geography

**Volcanoes and Earthquakes**— Describe the structure of the earth. Understand plate tectonics and explain how they move to create volcanoes and earthquakes. Describe the structure of volcanoes using appropriate vocabulary. Understand the effects of volcanoes and earthquakes on both physical and human geography. Explain the different scales used to measure magnitude of earthquakes.



## Art

**Impressionism** — Explain the Impressionist movement, identifying key artists such as Cezanne and Monet. Develop sketching and painting techniques inspired by Impressionist painters. Use a variety of media such as oil pastels and acrylic paints to produce works including still life and landscapes in the style of Impressionists.



## PSHE

**Valuing Difference**—Understand that there are different types of relationships. Know the consequences of hurtful behaviour and bullying. Show respect for other people's feelings. Know and challenge stereotypes.

**Develop and maintain relationships**—develop and maintain healthy relationships, understanding the need for personal space. Solve disputes and conflicts through negotiation and appropriate compromise.

## P.E

**Large ball skills**— Develop passing, dribbling, dodging and defending skills. Begin using feints to gain advantage against opponents. Develop close marking tactics. Apply these skills to various game situations.

**Gymnastics**— Learn how to perform a number of different body shapes and balances. Learn how to travel in different ways and produce sequences involving apparatus. Evaluate their performance.

## Music

**Play It Again**—Look at and listen to rhythmic patterns in music and the effect of repeating patterns. They will look at the use of ostinato and use this to perform and compose their own repeated patterns.

**Animal Magic**—Consider how sounds can be descriptive and use the context of animals. Use different instruments to compose music that describes different animals.

## R.E

### **What can we learn about Christian symbols and beliefs by visiting churches?**

—Understand how buildings, symbolic objects and actions are used to express beliefs and feelings, e.g. praying hands, kneeling, raising hands, liturgical colours, special clothes, cross, candle, rosary, windows, banners and statues. Children will visit several different local churches in order to experience symbols and rituals first-hand.

## French

Learn how to use simple greetings in French. This will include how to say "hello and goodbye" and also ask people how they are.

The children will also be taught to count and use the numbers to 10. The French activities will involve a range of speaking, listening, reading and writing skills.

Children will also begin learning simple French songs and rhymes.

Please note that in most cases your child will be covering these topics as part of the creative curriculum. Links will be made across a number of subject areas. Depending on the level your child is working at, some of the objectives, particularly for English and Mathematics, may alter.