

East Stanley School
Year 3 Overview

		Autumn Term	Spring Term	Summer Term
		Literacy Based topic	UK	Ancient Egypt
Reading	Word reading	NC Appendix 1 (NC p35)		
	Comprehension	Texts include: wide range of fiction (including fairy stories and myths and legends), poetry, plays, nonfiction texts and reference books / text books and dictionaries (NC p35/36)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing : narrative and non narrative (NC appendix p39)		
	VGP	NC Appendix 2		
Speaking & Listening		12 Statutory Statements (NC p17)		
Maths	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals & percentages), Measures, Geometry: properties of shape. Geometry: position, direction and motion Statistics	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals & percentages), Measures, Geometry: properties of shape. Geometry: position, direction and motion Statistics	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals & percentages), Measures, Geometry: properties of shape. Geometry: position, direction and motion Statistics	
Science	Animals, including humans	Light	Plants	
	Plants	Rocks	Forces and Magnets	
Working scientifically - on-going across the year				
Computing	Computer Science: write programs that accomplish specific goals. IT: Digital Literacy:	IT: use a variety of software packages, collect Information, Digital Literacy: Computer Science:	Computer Science: work with various forms of input/output IT: effective searching Presentation Digital Literacy	
History	Change - Stone Age to Iron Age o Who was here before me?		Earliest civilisation - choice e.g. Egypt/Ancient China o Why are the pyramids in Egypt?	
Geography		Locational knowledge o exploring the UK - name and locate counties and cities of the UK, geographical regions and human/physical features	Geographical skills and fieldwork o using maps, atlases and globes	
	Geographical skills and fieldwork - on going across the year			
D.T.	Control o produce a book with moving parts	Structure o make a photo frame or mirror - to display a map of the UK or city etc.	Textiles o linked to Egyptian art	
Art & Design	Drawing and Painting o	Architects and designers o Printing - landscape/buildings o	Drawing /painting/ sculpture o range of media	
	Create sketchbooks to record observations			
Music	Play and perform o rhymes/raps/action songs including 'Cave man song' - keeping pulse/beat Improvise and Compose o percussion band/ensemble - playing word rhythms using Stone-Iron Age ideas	Play and perform o notated, repeated rhythms - derived from UK cities/places: Sequence structure- create textures (say/play) Listen and appraise o regional songs/dances o folk and national music	Play and Perform tuned instruments o pentatonic / modal improvisation and compositions using Egyptian ideas Understand notation o Charanga notated music: soh-me (Kodaly style) Egyptian Dawn etc.	
	Music Education Hub: First Access Programme Delivery - Integration with curriculum teaching - continuation - impact (DMS)			
PE	o Games & Gymnastics o Games & Dance	o Dance o Games & Gymnastics	o Games o Dance & Athletics	
RE <small>Statutory subject in all year groups. Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools</small>	How do Hindus worship? How and why is Advent important to Christians?	What can we learn about Christian symbols and beliefs by visiting churches? What do Christians remember on Palm Sunday?	What do Hindus believe and how does this affect the way they live their lives?	
MFL	All About Me (QCA Unit 1) o Introducing self and family o Greeting people o Counting 1-12	Games and Songs (QCA Unit 2) o Saying what there is o Giving opinions o More counting (13-20)	Portraits (QCA Unit 4) o Saying what you and other people have or don't have o Saying what something is or is like	

3	<p>Computer Science: Write programs that accomplish specific goals.</p> <ul style="list-style-type: none"> ○ Use iPad apps (ALEX, lightwood - (higher levels) or websites to learn about programs and sequencing <p>IT: Create comic strip</p> <ul style="list-style-type: none"> ○ Strips (Strip Designer app) ○ Books (Creative Book Builder app). ○ Rewrite stories/ character descriptions (Morfo app) as character from story. ○ Design book covers <p>Digital literacy: Use technology safely</p> <ul style="list-style-type: none"> ○ Powerful passwords/storing safely. ○ Communicating online safely and responsibly 	<p>IT use a variety of software packages to complete a protect on <u>Me and My UK.</u></p> <ul style="list-style-type: none"> ○ Collect information, identify key elements and present findings ○ Opportunity to use drawing packages, image editing, draw graphs or tables in spreadsheet, presentation software. <p>Digital Literacy:</p> <ul style="list-style-type: none"> ○ product websites that encourage us to buy - Advertising. ○ Who should you tell? Reporting concerns 	<p>Computer Science: work with various forms of input/output</p> <ul style="list-style-type: none"> ○ Turtle/probot/scratch onscreen turtle -use to draw some shape ○ Turtle on screen software e.g. Textease - routes between Egyptian pictures - record program. Draw shapes in onscreen turtle/letters/ pictures e.g a house <p>IT: Effective searching</p> <ul style="list-style-type: none"> ○ Make leaflet/museum guide/ catalogue of artefacts/newspaper article e.g. Tutankhamen' tomb/a guide to mummification for beginners ○ Interview a tomb builder. ○ Compose Egyptian music. ○ Photograph artefacts ○ Egyptian adventure programs ○ Presentation on an aspect of ancient Egypt <p>Digital literacy: showing respect online</p> <ul style="list-style-type: none"> ○ Writing good emails - thank you to museum for visit
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