

Year 3 NZ AND IRELAND	Autumn Term		Spring Term		Summer Term	
	THEME - STONE AGE		THEME - PREDATORS AND PREY		THEME - ROMANS (local History study)	
Collective Worship - Focus is in Purple Churches Colours	New Beginnings/Endings Advent - Purple New beginnings/Endings Harvest/All Saints and AllSouls/Ramadan/Eid El Fitr creation Story / CS Lewis/Adam and Eve /Moses - ten Commandments/Baptism of Jesus. Prayer of St.Francis of Assisi	Light and Darkness Christmas White and Gold Light and Darkness Advent/Christmas / Hanukkah/ Diwali	One World, one peace Lent Purple Holy Week - red Easter - white/Gold Chinese New Year/peace around the world Epiphany/Candlemass / Miracles (feeding of the 5,000, water into wine, healing sick man, coins in fish mouth). The Lords Prayer	All you need is Love - relationships and friends and disciples (fisherman/Matthew Tax collector/Joseph Lent/Shrove Tuesday/ Ash Wednesday/ Hole Week/ Easter	People who help us - Parables Ascension - white Pentecost - red Nurses/healing/Ascension/ Pentecost Mother Teresa/Poverty/Prayer of St.Ignatius Loyola	Looking Back Looking Forward. Trinity - Green Hello's and Goodbye's Trinity/trust /Honesty/Hope/Leadership Prayer of St. Richard
Visits and visitors (Investors in Careers)	Forest Schools		Bird of prey to visit		Fishbourne	
Literacy	Instructions (2 weeks) - How to wash a wooly Mamouth Reports (2 weeks) - Skara Brae Dialogue and plays (3 weeks) Stories with familiar settings (3 weeks) - Stone age boy Shape poetry and calligrams (2 weeks) - Christmas Poems to perform (1 week) - Christmas		Stories with familiar setting (3 weeks) Information texts (2 weeks)- Creating own predators Authors and Letters (2 weeks) - Thank you letters Adventure and Mystery (3 weeks) - The enormous Crocodile		Myths and Legends (3 weeks) Information texts (2 weeks) - Plants Instructions (2 weeks)- DT Packaging Language play (2 weeks) Reports (2 weeks) - Pompeii / Reports/Romulus and Remus	
Maths	Number and Place Value Addition and perimeter Subtraction including money Post Assessments Time	Multiplication and area Division including money Fractions Shape, position and direction link to Christmas activities.	NPV Addition and Subtraction Measurement and data - link to a science or DT unit Shape, 2D and 3D Assessments.	Multiplication and Division NPV Fractions Shape	NPV Addition and Subtraction Multiplication and Division Shape Assessment Shape	Addition Subtraction Multiplication Division Shape linked to maths week Final assessments (Assessment at the end of each unit)
Science	Forces and Magnets $\frac{1}{2}$ term Rocks $\frac{1}{2}$ term		Animals including Humans Plants		Plants Light (moved to allow for shadows!)	
Art	Investigating patterns 10-12 hours		Portraying relationships		Can we change places? - Art week 10-12 hours	
DT	Making jewellery 8-10 hours		Storybooks 6-8 hours		Packaging 8-10 hours	
PE	Gymnastics 3 Invasion games 1- Netball / Hockey		Dance 3 Striking and fielding 1		Swimming Athletics 2 / Rounders	

Music	Ongoing skills Animal Magic / Easter play 3-6 hours		Ongoing skills Play it again - Animal Magic / Easter play 3-6 hours		Ongoing skills The Class Orchestra - Link to BBC ten pieces 3-6 hours	
RE	Creation - What do Christians learn from the Creation story? Incarnation - What is the Trinity? How does the story of Rama and Sita inspire Hindus to follow their dharma?		Gospel - What kind of world did Jesus want? Easter play - salvation - Why do Christians call the day Jesus dies Good Friday?		Kingdom of God - When Jesus left what was the impact of Pentecost? People of God - What is it like to follow God? Why do Hindus want to collect good Karma?	
PSHCE	Mental health: friendship Keeping safe: What is bullying?		Mental health: dealing with feelings Drug, alcohol and tobacco education: What is a drug?		Fun, food and fitness: edible and active Financial capability: saving, spending and borrowing	
ICT - Design & write programs to achieve specific goals, including solving problems	e-Safety		e-Safety		e-Safety	
Use logical reasoning Understand computer networks Use internet safely and appropriately Collect and present data appropriately	Multimedia	Programming	Technology in our lives / Multimedia	Programming	Handling Data / Multimedia	Programming
History	Stone Age/settler/Hunters and gatherers				Romans	
Geography	Human Geography Countries		Physical geography		Maps and atlases Fieldwork	