Class 3 Curriculum Map 2023-24

	<u>Maths</u>	<u>English</u>	<u>Science</u>	<u>History/</u> <u>Geography</u>	<u>Art</u>	<u>DT</u>	Music	<u>PE</u>	RE	SCARF	Computing	<u>French</u>
Þ	Place value –	Heard it in	Light-	History-	3D Form-	Structures:	What stories does	Swimming	Harvest-How do	Me and my	Audio	Introductions-
Autumn	Year 3-	Playground by Allan	See in light,	The Roman	Roman tiles using	Pavilions	music tell us about	Develop	people of faith say	relationships -	Editing-	In this unit pupils
ž	reading and writing numbers	Ahlberg	reflections, sun	Empire and its	clay.	Investigate and	the past?	confidence in	thank you to God	An email from	Digital	learn how to
3	up to 1000, finding 1, 100 or 100	Pied Piper of	dangers,	impact on Britain:		model frame		water. Learn how	for the harvest?	Harold!	recording	have a basic
	more or less, ordering up	Hamelin by Robert	shadows and	The Roman	Print-	structures to		to keep afloat		Ok or not ok?	Recording	conversation
	to 1000 and beyond, count in	Browning	patterns/change	Empire and the	Block printing	improve their		and move in	(Judaism and	(part 1)	sounds	introducing
	50s		s in shadows	power of the	inspired by	stability, then	Glockenspiel	water.	Hinduism)	Ok or not ok?	Creating a	themselves in
	Year 4-	My Teacher is a		Army Invasion by	Roman patterns	apply this	Christmas			(part 2) •	podcast	French.
	reading and writing numbers	Monster by Peter	Sound-	Claudius and	medium – block	research to	Chilisinhas	<u>Lacrosse</u> Learning		Human	Editing	
	up to 1000, finding 10, 100 or	Brown	Vibrations, travels	conquest -	printing –	design and		how to scoop up	Christmas-How does	machines	digital	School-
	1,000 more or less, ordering up		through air to	Hadrian's Wall	polystyrene tiles	create a stable,		the ball, cradle it	the presence of	Different feelings	recordings	Pupils learn some
	to1000 and beyond,	Roman Diary- The	ear, pitch,	British resistance –		decorated		whilst running,	Jesus impact on	Under pressure	Combining	classroom
	estimating, rounding and	journal of Illiona a	volume, fainter as	Boudicca		pavilion.		throw, catch and	people's lives?	When feelings	audio	instructions as
	Roman numerals	young slave.	further away					shoot.		change	Evaluating	well as numbers
				Trip to Hadrian's							podcasts	1-20 and
		Roman Invasion by		Wall and Roman		Food: Adapting a		<u>Dance:</u> Exploring	Christian Value:	Rights and		classroom
	Addition and Subtraction –	Jim Eldridge		Army Museum		recipe		new and	Forgiveness	responsibilities –		objects.
	Year 3-					Work in groups to		innovative ways of		Recount task	Data	
	up to 3 digits. Estimating and	The Usbourne				adapt an existing		moving and		Harold's	Logging-	
	using the inverse operation to	Official Roman				biscuit recipe,		creating and		environment	Answering	
	check	Soldiers Handbook				whilst taking into		performing a		project	questions	
	Year 4-	I I ama ali million ar				account the cost		group dance		How do we	Data	
	up to 4 digits. Estimating and	Handwriting,				of the ingredients				make a	collection	
	using the inverse operation to	Spelling,				and other		Invasion Games: Netball		difference? In the news!	Logging	
	check	punctuation and				expenses against a set budget.		Further		Can Harold	Analysing data	
	Area- Year 4 only	grammar				a ser boager.		developing		afford it?	Data for	
	What is area, calculate the							running and		Earning money	answers	
	area of shapes, compare area.							dodging skills as		Logo quiz	Answering	
	area or snapes, compare area.							well as learning		Harold's	my question	
	Multiplication and Division							sports specific skills		expenses	Triy quesilori	
	Year 3-							such as chest pass		expenses		
	2, 3, 4 and 8 multiplication and							and bounce pass.				
	division facts							and boomed pass.				
	Year 4-											
	Multiplication and division											
	facts up to 12 times-tables,											
	multiplying and dividing by 0											
	and 1, multiplying 3 numbers											
	together.											
	Solve problems using all these											
	types of calculations.											

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S	Multiplication and Division –	The True Story of the	Forces and	History-	3D Form-	Mechanical	How does music	<u>Gymnastics</u>	Rules for living-	Valuing	Branching	Birthdays-
Spring	Year 3-	3 Little Pigs	Magnets-	Britain's	Masks created	systems: Making	connect with our	Activities 3	Which rules should	differences -	Databases-	This unit
ÐΓ		By Jon Scieszka	Compare	Settlement by	out of card	a slingshot car	past?	Developing	we follow?	Islands	Yes or no	introduces days,
	and divide 2 digit numbers by 1	TI 0:: -	movement on	Anglo-Saxons	inspired by Anglo	Using a range of		greater control	(Buddhism, Sikhism,	Friend or	questions	months and
	digit numbers. Multiply and	The Giving Tree	diff surfaces,	and Scots:	Saxons	materials, design		and precision	Islam)	acquaintance?	Making	numbers 21-31.
	divide by 10. Recognise	By Shel Silverstein	forces acting	Roman	C	and make a car		when performing		Can you sort it?	groups	Pupils can then
	commutativity. Year 4-	How to Train your	when connected,	withdrawal from Britain in AD410	Symmetry in Islamic Art	with a working slingshot	How does music shape our way of	a sequence of actions. Extending		That is such a stereotype!	Creating a branching	say when their birthday is in
	Using formal methods, multiply	Dragon	magnetic force	and the fall of	ISIGITIIC AIT	mechanism and	life?	their range of	Easter- A story of betrayal or trust?	What would I	database	French!
	and divide 3 digit numbers by 1	By Cressida Cowell	not touching,	western Roman	Digital Art	house the	III G Y	actions.	(Islam, Sikhism,	qos	Structuring a	Hench:
	digit numbers. Multiply and	by Crossiaa Covvoii	attract and repel,	Empire Anglo-	Moving pictures –	mechanism using		actions.	Judaism and	The people we	branching	Jack and the
	divide by 10 and 100.	The Reluctant	group according	Saxon invasions,	stop motion	a range of nets.			Hinduism)	share our world	database	Beanstalk-
	Recognise factor pairs and	Dragon	to magnetic or	settlements and	animation –	arange ermen.		<u>Tri-golf</u>	Tilliadistrij	with	Using a	In this unit pupils
	commutativity.	By Kenneth	not, two poles	kingdoms, place	cartoons (link to			Learning how to	Christian Value:		branching	learn basic
	,	Grahame		names and	DT)			use different clubs	Thankfulness		database	dictionary and
				village life Anglo-				and some of the		Being my best –	Two ways of	translation skills to
	Measurement –	Spelling,		Saxon art and				etiquette when	Multi-Faith Week	Harold's Seven	presenting	be able to
	Year 3-	punctuation and		culture The				playing on a	Peace - What is	Rs	information	understand a
	Measure and add /subtract	grammar		Legend of				course.	Peace? – Islam,	My school		fairy tale in
	lengths using cm and mm,			Beowulf					Hinduism, Judaism,	community For	Desktop	French.
	perimeter, equivalents and			I liston:				Towns of Course	Buddhism	or against? I am	Publishing-	
	convert mixed units, find			History-				Target Games:		fantastic!	Words and	
	perimeter of shapes by counting.			Viking and Anglo- Saxon struggle for				<u>Creative Games</u> Developing the		Getting on with your nerves!	pictures Can you	
	Year 4-			the Kingdom of				skills of dodging,		SCARF hotel	edit it?	
	Measure and add /subtract			England to the				catching, rolling		JCAN HOIGI	Great	
	lengths, perimeter using km			time of Edward				and underhand			template!	
	and m, equivalents and			the Confessor:				and overhand			Can you	
	convert mixed units, find			Viking raids and				throws with some			add	
	perimeter of shapes.			invasion				accuracy.			content?	
	·			Resistance by				,			Lay it out	
	Fractions –			Alfred the Great							Why	
	Year 3-			and Athelstan,							desktop	
	Unit and non unit fractions,			first king of							publishing?	
	compare and order unit and			England Further								
	non-unit fractions.			Viking invasions								
	Year 4- unit and non unit fractions,			and Danegeld Anglo-Saxon laws								
	solve problems, add and			and justice								
	subtract, compare and order			dia josnice								
	mixed numbers.			Anglo-Saxon and								
	Thinke G. Tierring etc.			Viking workshop								
	Mass and Capacity Year 3-			by Woodmatters								
	Use scales, measure mass in kg											
	and g, equivalent mass,											
	measure capacity and volume											
	in I and mI, add and subtract											
	mass and capacity.											
	Decimals Year 4-											
	Tenths and hundredths, divide											
	1 and 2-digit numbers by 10 and 100.											
-	Fractions Year 3-	This Bee is not Afraid	Electricity-	Geography –	Painting-	Electrical systems:	Little Birds – Reggae	Striking and	Jesus- Why do	Keeping myself	Repetition in	Sports and
Sur	Add and subtract fractions,	of Me	Common	The Amazon:	-The Amazon	Torches	Linio biida Keggde	Fielding Games:	Christians believe	safe –	Shapes-	Hobbies-
1	fractions of an amount,	By Fran Long and	appliances that	Locate countries	Tiger in a	Identify the	Improvising	Rounders	Jesus is the son of	Alcohol and	Programmin	The present tense
6	reasoning with fractions.	Isabel Galleymore	use battery or	of North and	rainforest	difference		Developing sport	God?	cigarettes: the	g a screen	is formally
	Decimals Year 4-		mains, simple	South America	colour mixing	between		specific skills such	(Judaism)	facts	turtle	introduced in this
	Partition, order, round and	Tiger, Tiger Burning	circuits, switches,	concentrating on	shades and	electrical and	Music by Bob	as bowling	,	Super searcher	Programmin	unit to present
	compare decimals.	Bright	conductors and	environmental	tones.	electronic	Marley	underarm and	Prayer- What is	How dare you!	g letters	sports and
		By Britta Teckentrup	insulators	regions, key		products.		fielding a ball and	prayer?	Medicines:	Patterns and	hobbies in
	Money –			physical and	Artist- Henri	Evaluate a range		returning it quickly.	(Buddhism, Sikhism,	check the label	repeats	French.
	Year 3-	The Great Kapok	Trip to Heysham	human	Rousseau	of existing			Islam, Judaism)	Raisin challenge	Using loops	
	Add and subtract using £ and	Tree	Power Station	characteristics	1	torches and their	Junior Performance	<u>Athletics</u>		2 Know the	to create	Carnaval des
	p practically. Convert £ and p,	By Lynne Cherry		Describe and	Landscape	features, then		Developing	Christian Value:	norms	shapes	Animaux -
1	find change,		1	understand key	painting in	develop a new		athletic specific	Endurance			Carnaval des

Year 4-		The House That		aspects of	Cumbria –	functional torch	skills including		Keeping	Breaking	Animaux by
Convert and co	mpare money,	Sailed Away		physical	inspired by	design.	push, pull and	Multi-Faith Week-	ourselves safe	things down	Saint-Saëns is
write money usir		By Pat Hutchins		geography with	medium –	o o	sling throws and	Sacred Books – Why		Creating a	covered in this
estimate amoun		,		a focus on	acrylics	Textiles:	combinations of	are sacred texts	Growing and	programme	unit, giving pupils
solving.	'	Where The Wild		Amazon River	,	Fastenings	jumping actions.	important to people	changing –	'	the opportunity
		Things Are		and water cycle.	Artist- Lloyd	Analyse and	, , ,	of faith? Christianity,	Secret or	Repetition in	to learn about a
Statistics -bar ch	harts,	By Maurice Sandak		,	Hopkinson	evaluate a range	Striking and	Buddhism, Islam,	surprise?	Games-	French composer
pictograms and	tables,	,		Amazon +		of existing	Fielding Games:	Judaism	My feelings are	Using loops	and his music.
discrete and co	ntinuous data,	The Boy Who Grew		Cumbria – place		fastenings, then	Cricket		all over the	to create	
sum and differer	nce.	a Forest: The True		knowledge		devise a list of	Developing sport		place!	shapes	
		Story of Jadav		_		design criteria to	specific skills such		All change!	Different	
Time -		Payeng		Visit- Local River		design, generate	as performing a		Basic first aid	loops	
Year 3-		By Sophie Gholz		Study		templates and	straight drive and			Animate	
Read Roman nu	umerals to 12,					make a fabric	catching a ball,			your name	
tell the time to the	he nearest 5	Spelling,				book sleeve.	with consistency			Modifying a	
minutes and the		punctuation and					and accuracy.			game	
minute, use am		grammar								Designing a	
understand durc							<u>Athletics</u>			game	
of time, solve pro	oblems						Developing			Creating our	
involving time.							athletic specific			game	
Year 4-							skills including				
12-hour and 24-h							push, pull and				
time, use analog	gue and digital						sling throws and				
time.							combinations of				
							jumping actions.				
Shape –											
Year 3-											
properties of sho											
angles, horizonto											
perpendicular a											
lines, 3 D models	S.										
Year 4-											
properties of sho											
regular and irreg											
obtuse, acute a	ingles,										
symmetry											
Statistics Year 3-	_										
Interpret and dra											
and bar charts,											
represent data.											
Position and dire											
position using co											
points, translatio											
poiriis, iransialio	Z1 13.		l .		I			1		l .	