

Castleway Primary School Year 3 Curriculum Long Term Plan

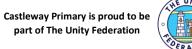
English	Fiction Genre: Approach threat narrative	Fiction Genre: Fable narrative	Fiction Genre: Setting narrative	Fiction Genre: Egyptian Mystery	Fiction Genre: Return narrative	Fiction Genre: Lost narrative			
	Purpose: to narrate	Purpose: to narrate	Purpose: to narrate	Purpose: to narrate	Purpose: to narrate	Purpose: to narrate			
	Non-fiction Genre: How to capture Iron Man	Non-fiction Genre: Foxes	Non-fiction Genre: Information Leaflet	Non-fiction Genre: Diary	Non-fiction Genre: Letters	Non-fiction Genre: Newspaper Report			
	Purpose: to explain	Purpose: to inform	Purpose: to inform	Purpose: to inform	Purpose: to recount	Purpose: to recount			
	Vehicle text: The Iron man	Vehicle text: Fox	Vehicle text: Rhythm of the Rain	Vehicle text: Egyptology	Vehicle text: Jemmy Button	Vehicle text: Into The Forest			
Book study	Stig of the Dump		The Firework-Maker's Daughter		Roman Tales: The Goose Guards				
Mathematics	Place Value	Multiplication and	Multiplication and	Measurement: Length	Fractions	Properties of Shape			
Wathematics	 Represent numbers to 1,000. 100s, 10s and 1s (1). 100s, 10s and 1s (2). Number line to 1,000. Find 1, 10, and 100 more/less than a given number. Compare objects to 1,000. Compare numbers to 1,000. Order numbers. Count in 50s. 	Division • Multiplication – equal groups. • Multiplying by 3. • Dividing by 3. • The 3 times-table. • Multiplying by 4. • Dividing by 4. • The 4 times-table. • Multiplying by 8. • Dividing by 8. • The 8 times-table.	Division • Comparing statements. • Related calculations. • Multiply 2-digits by 1-digit (1). • Multiply 2-digits by 1-digit (2). • Divide 2-digits by 1-digit (1). • Divide 2-digits by 1-digit (2). • Divide 2-digits by 1-digit (2). • Divide 2-digits by 1-digit (3). • Scaling. • How many ways?	and Perimeter • Measure length. • Equivalent lengths – m & cm. • Equivalent lengths – mm & cm. • Compare lengths. • Add lengths. • Subtraction lengths. • Measure perimeter. • Calculate perimeter.	 Equivalent fractions (1), Equivalent fractions (2). Equivalent fractions (3). Compare fractions. Order fractions. Add fractions. Subtract fractions. 	 Turns and angles. Right angles in shapes. Compare angles. Draw accurately. Horizontal and vertical. Parallel and perpendicular. Recognise and describe 2D and shapes. Make 3D shapes 			
	Addition and Subtraction • Add and subtract multiples of 100. • Add and subtract 3-digit numbers and ones – not crossing 10. • Add 3-digit and 1-digit numbers – crossing 10. • Subtract a 1-digit number from a 3-digit number – crossing 10. • Add and subtract 3-digit numbers and tens – not crossing 100.		Money	Fractions	Time	Mass and Capacity			
			 Pounds and pence. Converting pounds and pence. 	 Unit and non-unit fractions. Making the whole. Tenths. 	Months and years.Hours in a day.Telling the time to 5	 Measure mass (1). Measure mass (2). Compare mass. 			
			Adding money.Subtracting money.	Count in tenths.Tenths as decimals.	minutes.Telling the time to the	 Add and subtract mass. Measure capacity (1). 			
	 Add a 3-digit number and tens – crossi 	0	Giving change.	Fractions of a number line.	minute.	Measure capacity (2).			



		 Add and subtract 100s. Spot the pattern – making it explicit. Add & subtract a 2-digit and 3-digit n Add a 2-digit and 3-digit number – cro Subtract 2-digit number from a 3-digi Add two 3-digit numbers – not crossin Add two 3-digit numbers – crossing 1 Subtract a 3 –digit number from a 3-digit Subtract a 3-digit number from a 3-digit Subtract a 3-digit number from a 3-digit Exchange answers to calculations 	ossing 10 or 100. t number cross the 10 or 100. ng 10 or 100. 0 or 100. ligit number – no exchange.	Statistics • Pictograms. • Bar charts. • Tables	 Fractions of a set of objects (1). Fractions of a set of objects (2). Fractions of a set of objects (3). 	 AM and PM. 24-hour clock. Finding the duration. Comparing the duration. Start and end times. Measuring time in seconds 	 Compare capacity. Add and subtract capacity
Main Project		Through the Ages		Rocks, Relics and Rumbles		Emperors and Empires	
Mini project	Science	Animals includi	ng humans	Forces and magnets		Plants	Light
	Art	Contrast and complement	Prehistoric pots	Ammonite	People and places	Beautiful botanicals	Mosaic masters
	DT	Cook well, eat well		Making It Move		Greenhouse	
	Geography	One Planet, Our World		Covered in main project		Geography revision and retrieval practice	
Compu	uting & ICT	3.5 Scratch Unit 1	3.1 Digital Citizens Unit 1 (Esafety)	3.6 Producing Digital Images (iPad and PC)	3.3 Databases (2Investigate)	3.2 Multimedia Presentation (Powerpoint)	3.4 Logo (Purple Mash)
		Building from: 2.5 Programming (Scratch jr) Leading to: 4.5 Scratch Unit 2	Building from: 2.1 What is a computer? Leading to: 4.1 Digital Citizens Unit 2 (Esafety)	Building from: 2.6 Presenting Information (iPads: Book Creator / Pic Collage) Leading to: 4.6 Stop Motion Animation (iPads)	Building from: 2.3 Graphs (2Graph) Leading to: 4.3 Branching Databases	Building from: 2.2 Word Processing (Microsoft Word) Leading to: 4.2 QR Codes (iPads)	Building from: 2.4 Unplugged Algorithms (Code.org) Leading to: 4.4 Exploring Simulations (Co-Spaces)
Ν	Ausic	Let Your Spirit Fly Style: R&B, Western Classical,	Glockenspiel Stage 1 Style: Learning basic	Three Little Birds	The Dragon Song	Bringing Us Together Style: Disco	Reflect, Rewind and Replay
		Topic and cross-curricular links:	instrumental skills by playing tunes in varying styles	Topic and cross-curricular links:	music from around the world.	Topic and cross-curricular links: Friendship, being kind	Style: Western Classical Music and personal choice from Year 3



	Historical context of musical styles. Fundamental Movement skills There are twelve basic fundamental movement skills considered to be building blocks for movement. The twelve fundamental movement skills presented in this	Topic and cross-curricular links: Introduction to the language of music, theory and composition. Outdoor Adventurous Activities • In this unit children learn how to read and follow different maps and symbol trails. • They also take part in a range of trust and	Animals, Jamaica, poetry and the historical context of musical styles Dance • The children will learn to use improvisation; design their own dance moves; link and combine movements; perform with expression; respond to	Topic and cross-curricular links: Storytelling, creativity, PSHE, friendship, acceptance, using your imagination. Net and Wall Games In this unit children focus on developing the skills they need for net/wall games and on how to use these skills to make the game difficult for their	 to one another, respect, accepting everybody, peace, hope and unity. Invasion Games To know some of the basic principles of invasion games; recognise and begin to apply basic attacking skills such as dodging, with some success; 	Topic and cross-curricular links: Thinking about the history of music in context, listen to some Western Classical music and place the music from the units in their correct time and space. Athletics • In this unit children concentrate on developing good basic running, jumping & throwing techniques. • They are set challenges
	unit are: catch, kick, run (sprint), hop, skip, vertical jump, side gallop, overarm throw, ball bounce, leap, dodge and forehand strike.	 communication activities, and in some adventure games. In outdoor and adventurous activities as a whole, children follow maps and trails, try to solve physical problems and challenges, and learn how to work safely in a range of situations. 	 different stimulus and create and perform a dance phrase applying their newly developed skills. They will develop their skills of co-operation, working both in pairs and small groups to create these movement phrases. 	 opponent. They learn to direct the ball towards the target area and away from their opponent. In all games activities, children have to think about how they use skills, strategies and tactics to outwit the opposition. In net/wall games, players achieve this by sending a ball (or other implement) towards a court or target area which their opponent is defending. The aim is to get the equipment to land in the target area and make it difficult for the 	 recognise and begin to apply basic defending skills such as marking and intercepting, with some success; pass, receive and travel with a ball in a variety of ways with increasing control and accuracy; identify and use tactics to help themselves and their team keep possession of the ball; use space well to pass and receive a ball. 	 for distance and time that involve using different styles & combinations of running, jumping & throwing. As in all athletic activities, children think about how to achieve the greatest speed, height, distance or accuracy
Sports	Football	Hockey	Rugby	opponent to return it. Rounders/Cricket	Tennis	Netball/Basketball



Religious Education	Sikhism	Gifts	Care and Concern	Easter	Care and Concern for Our Planet	Responsibility
CPHSE	Being Me In My World Setting personal goals Self-identity and worth Positivity in challenges Rules, rights and responsibilities Rewards and consequences Responsible choices Seeing things from others' perspectives	Celebrating Difference Families and their differences Family conflict and how to manage it (child-centred) Witnessing bullying and how to solve it Recognising how words can be hurtful Giving and receiving compliments	Dreams and Goals Difficult challenges and achieving success Dreams and ambitions New challenges Motivation and enthusiasm Recognising and trying to overcome obstacles Evaluating learning processes Managing feelings Simple budgeting	Healthy Me Exercise Fitness challenges Food labelling and healthy swaps Attitudes towards drugs Keeping safe and why it's important online and off line scenarios Respect for myself and others Healthy and safe choices	Relationships Family roles and responsibilities Friendship and negotiation Keeping safe online and who to go to for help Being a global citizen Being aware of how my choices affect others Awareness of how other children have different lives Expressing appreciation for family and friends	Changing Me How babies grow Understanding a baby's needs Outside body changes Inside body changes Family stereotypes Challenging my ideas Preparing for transition
MFL Spanish	Using a variety of activities, phonics is taught starting with the vowels . Numbers 1-10 and are learnt in conjunction with asking and giving their age . Other key phonic sounds are taught through rhyming stories , sing songs, practising tongue twisters with further opportunities to make the sound-written link by listening to words and anticipating their spelling. They will learn nouns (pencil case items) and be aware of gender through colour coding. The verb forms 'tengo – I have' , 'es – it is' will be used.		The theme is animals and colours . The linguistic focus is gender, articles (definite & indefinite), plurals and adjectives (position & basic agreement). The grammatical concepts are all based around a core vocabulary of animal nouns and colours . The key verbs ' es' (he/she/it is), 'son' (they are), hay (there is/are) are introduced and there is an introduction to 'también' (also/too/as well), 'pero' (but).		Pupils are asked to retell a familiar story – The Very Hungry Caterpillar – in Spanish, reviewing vocabulary as well as an introduction to new words – days of the week, fruits, foods . Activities developing memory and practising pronunciation, will lead pupils to retelling the story in one of a variety of verbal ways – with pictures, video, or with video and subtitles creating a successful outcome for all.	

