

Year 3 Curriculum Overview

	Autumn		Spring		Summer	
	Stone age and Iron age		'To the ends of the earth' The Arctic and the Antarctic		Roman invasion in Britain	
Trips and visitors					Romans Day	Fishbourne Roman Palace
English	<i>Text: Hansel and Gretel</i> Text: Stone Age Boy	Text: The Lion, The Witch and The Wardrobe. Recount- Buster Farm Class Novel: The Lion, The Witch and The Wardrobe	Text: Cat Tales-Ice Cat Class Text: Abominables	Polar Exploration-preparing for an exploration Non-Fiction Class Novel: Icy Escape Magic Tree house	Diary of a Roman Boy Recount- Roman Day Class Novel: Iron Man	Text: Racing with the Gladiators- Magic Tree House Class Novel: Sheep Pig
Maths	Numbers and the number system Counting and comparing	Calculating-Addition and subtraction	Calculating multiplication and division Exploring fractions	Calculating Fractions & Decimals Visualising and constructing	Investigating Angles Exploring Time Measuring Space	Exploring Money Presentation of Data
Science	Animals & Humans	Rocks	Forces and Magnets - north pole, earth's magnetic pull	Light - Northern lights, hours of daylight	Plants	
Geography			Geography skills linked to the North and South Pole		Mapping skills - to focus on Europe and track journeys made by invaders	
History	Hunters and gatherers	Iron age hill forts			Boudicca resistance	Downfall of Roman empire
DT and Art	Coal Art - charcoal natural resources - cave art (art) Stonehenge Art	Settlements (DT) Round House	Design a sled for your own voyage across one of the poles Eskimo Art		Roman Food Tasting Mosaics	Making Bread
RE	Belonging	Christmas unit - journeys	Creation Rainbow Serpent	Easter unit - the Cross as a symbol	Stories with messages	Rakshan Bandha Friendship bracelets
PE	Outdoor - Invasion games Indoor - Gymnastics, Focus of Technique.	Outdoor - Invasion games Indoor - Gymnastics, Focus on Balances	Outdoor - Net and Wall games Indoor - Dance	Outdoor - Orienteering OAA Indoor - Gymnastics, Focus on control	Outdoor - Striking and Fielding games Indoor - Dance	Outdoor - Athletic activity Indoor - Gymnastics
ICT	Researching the areas that they are looking at on the internet to inform topic. Scratch - to make their own game.		Kodu - Create a world linked to the Iron age forts		Blogging - Writing a 21 century diary to report back on their life - from the perspective of a different Roman	