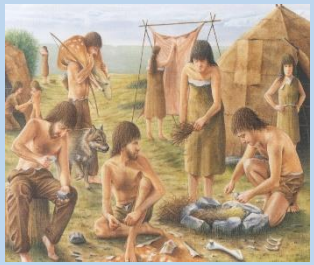
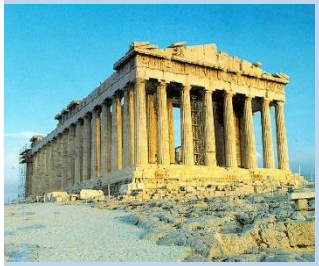
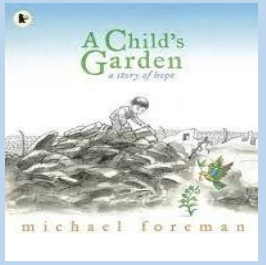
Year 3 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English Key texts	The Matchbox Diary by Paul Fleischman Moving up with Science – The Body	Stone Age Boy by Satoshi Kitamura Stig of the Dump by Clive King	Greek Myths Performance Poetry by Michael Rosen	Storms and Volcanoes (Non-fiction) Ottoline and the Yellow Cat by Chris Riddell	A Child's Garden by Michael Foreman. List poems with extended lines and similes.	Orion and the Dark by Emma Yarlett From a Railway Carriage by Robert Louis Stevenson
Cross-curricular Maths	Place value of 2 and 3-digit numbers in dates. (place value) Ordering dates on a timeline. (place value) Measuring and recording distance and time. (place value and measurement)	Time line and working out how long ago events happened. (addition and subtraction) Building model Stone Age villages (measurement, addition and subtraction) Calculating the duration of events. (measurement)	Measuring and tracking shadows. (measurement) Duration of events and shadow clocks. (measurement – time)	Prices at a Greek market. (money, multiplication and division) Greek picnic (fractions of amounts)	Temperature and negative numbers. (place value and measurement) Rationing food (fractions and measurement)	Architecture of building in Saltaire (geometry) Recording distance and gathering evidence. (statistics)
Science	 **How can Usain Bolt move so quickly?** A topic which investigates the importance of nutrition for health. Children will learn: The importance of a nutritious, balanced diet. How nutrients water and oxygen are transported within the body. How to describe the skeletal and muscular system of a human and its purpose.	 Linked to our work on the Stone Age shelters. Children will learn to: Use observation and knowledge to answer scientific questions. Make a prediction with a reason. Draw conclusions and suggest improvements.	 **How far can you throw your shadow?** A science topic about light and shadow. Children will learn: To describe what dark is. How light is needed in order to see. Explain that light is reflected from a surface. Explore and demonstrate how a shadow is formed. Exploring shadow size. Explain the danger of direct sunlight and how to stay protected.	 **What do rocks tell us about the way the earth was formed?** A science topic about rocks and soils. Children will learn to: Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties Describe in simple terms how fossils are formed. Recognise that soils are made from rocks and organic matter.	 **How did the blossom become an apple?** A science topic about plants. Children will learn: To identify and describe the functions of different parts of flowering plants and trees. What plants need in order to grow and survive. To Investigate how water is transported within plants. To explore the importance of flowers in the life cycle of a plant.	 **Are you attractive enough?** A science topic about forces including magnets. Children will learn: To explore and describe how objects move on different surfaces. How some forces require contact and some do not. How magnets can attract or repel and give a reason. Describe how magnets work. Predict whether objects will be magnetic and test this out.

History/ Geography	 **Why do so many people go to the Mediterranean for their holidays?** A geography topic which looks at the similarities and differences between the UK and areas in the Mediterranean. Children will learn: **Locational knowledge:** To locate the world's countries, using maps to focus on Europe concentrating on their key physical and human characteristics, countries, and major cities. To understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country **Geographical skills and fieldwork:** Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.	 **Who first lived in Britain?** A history topic in which children will learn about: Changes in Britain from the Stone Age to the Iron Age. Different types of settlement and land use.	 **What makes the earth angry?** A geography topic in which children will learn about volcanoes and earthquakes. Children will learn: To describe how volcanoes are created. To locate and name some of the world's most famous volcanoes. To describe how earthquakes are created.	 **Has Greece always been in the news?** A history topic about Ancient Greece. Children will learn about: Greek life and achievements and their influence on the western world	 Linked to our English text ' A Child's Garden' Looking at social issues that occur during a civil war.	 **Do you think Titus Salt was a hero or a villain?** A history and geography topic about Victorian industry and Saltaire. Children will learn: To study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066. To use basic ordinate survey map symbols and grid references. The difference between the rich and the poor in Victorian England. The industrial revolution. To compare different historical periods. To carry out a local history study.
Computing	Information Literacy strand Use search technologies effectively by identifying specific keywords. Find and choose appropriate	Media Strand Combine and refine text, sound and graphics to communicate information for a given audience. Recognise the key features of	Data Handling Strand Collect and organise information to find answers to questions. Create different graphs that show data for different purposes across	Computer Science Strand Create, refine and debug a series of commands (algorithm) for virtual programmable devices. Understand and identify simple	Media Strand Understand how audio can enhance multimedia projects including radio and films by creating/choosing appropriate	All strands

	information and use it in other digital forms. Locate specific information online and recognise that web pages can be organised in different ways.	different types of information/genres and use appropriate layouts.	the curriculum. Store and access data using a database.	input and outputs. Create simple algorithms combining inputs and outputs. Use repetition in programs to write code using the least number of lines and improving efficiency	audio to fit a given context. Capture, create and enhance new and existing digital images to communicate ideas. Plan and create a simple animation. Understand that evaluation and improvement is a vital part of a design process and technology allows changes to be made quickly and efficiently	
E-Safeguarding	Follow the digital trail Learning about our digital footprint. Identify the dangers of clicking links they receive when using technology.		Keep it private Learning about using personal information online. Identify personal information about themselves and others. Explain the possible consequences of sharing personal information online.		Screen out the mean Learning about cyber bullying. Know that bullying through the use of Reinforce	
PSHE	Health and Wellbeing		Relationships		Living in the wider world	
Art	The works of Picasso and Monet: Comparing the work of different artists. Creating a background using a wash. Using sketches to produce a final piece of art.	Cave painting: I can recognise when art is from different historical periods. Stone age jewellery	Extreme Earth Art: I can use a range of brushes to create different effects in painting	Greek patterns: I can recognise when art is from different cultures. Greek god pictures – Portraits showing facial expressions	Observational drawings and photographs: Using digital image combined with other media in my art. Using IT to create art which includes my ort and the work of others.	Art in Saltaire: Using different grades of pencil to shade and show different tones and texture. The works of Lowry and Hockney: I can identify the techniques used by different artists.
DT	Designing and making a Mediterranean meal: Proving that my design meets a set criteria. I can describe how food ingredients come together.	Shelter building Designing and making a model Stone Age village: Selecting appropriate tools and techniques for a given task.	Making erupting model volcanoes: Following a step by step plan choosing the right equipment and materials.	Making clay pots: Designing a product and making sure that it looks attractive	The Light House Keeper's Lunch: Making a product which uses both electrical and mechanical components.	Making a textile alpaca: Choosing a textile for suitability and appearance. Working accurately to measure, make cuts and make holes.
MFL	French: Asking for help Classroom objects Days, months and numbers to 31 Asking and saying dates and birthdays		French: Talking about fruits and snacks Giving preferences of snacks Using adjectives to describe objects		French: Parts of the face and body Describing a monster Zoo animals Using adjectives to describe animals	
Music	Peter and the Wolf (Prokofiev) Compose melodies and songs. Create repeated patterns with different instruments.		The Firebird Suite (Stravinsky) Use musical words to describe a piece of music and compositions. Use different elements in a composition.		Hornpipe from Water Music (Handel) Play clear notes on instruments and recognise the work of a famous composer.	
PE	Gymnastics Invasion Games- football	Dance Health related fitness	Invasion games- hockey Multi Skills	Dodgeball Invasion games - basketball	Kwick Cricket Outdoor and adventurous activities	Athletics Short tennis
RE	Studying the religions of Christianity, Judaism and Sikhism:	Studying the religions of Christianity, Judaism and Sikhism:	Studying the religions of Christianity, Judaism and Sikhism	Studying the religions of Christianity, Judaism and Sikhism	Studying the religions of Christianity, Judaism and Sikhism	Studying the religions of Christianity, Judaism and Sikhism

	Learning about right and wrong.	Learning about right and wrong.	Creation and Environment	Creation and Environment	Special Books	Special Books
Outdoor learning	Measuring distances Pond dipping - Pond diagrams of animals and plants.	Shelter building Make a natural shelter	Rock Hunting Making a wormery	Making shadow clocks Make shadow pictures Investigating shadows Make woodland mythical creatures	Planting seeds Plant investigation Pond dipping – plants in the pond, how pondweed makes oxygen	Outdoor forces Map work Geo-caching
Curriculum enrichment		Archaeology workshop	Greek workshop day	Meanwood Valley Urban Farm trip		Trip to Saltaire and Salts Mill