



Year 3 Curriculum Overview

	Autumn Term		Spring Term		Summer Term	
Writing	Story Setting Instructions Cinquains	Story writing Persuasion Season Haikus	Story setting Letter writing Narrative with Rhyme	Setting description Non-chronological report Tanka	Story writing Persuasion Performance Poetry	Fantasy stories Instructions Poetry Performance
Key Texts	Stone Age Boy	Winter's Child	Secret of Black Rock	Escape from Pompei	The Bear and The Piano	Who's Afraid of the Big Bad Book?
Maths	White Rose Maths Term 1	White Rose Maths Term 2	White Rose Maths Term 3	White Rose Maths Term 3	White Rose Maths Term 3	White Rose Maths Term 3
Science	Animal Nutrition and Skeletal System		Forces and Magnets		Plant nutrition and reproduction	Light and Shadows
History	Through the Ages				Emperors and Empires	
Geography	One Planet. Our World		Rocks, Relics and Rumbles			
Art	Prehistoric Pots	Contrast and Complement			People and Places	Beautiful Botanicals
DT	Cook well, eat well			Making it Move	Greenhouse	
Computing	Coding	Online safety	Touch typing	Email	Presenting	Microbits
French ABL	Basic Conversation + French for purpose Cultural French: Storytime	Describing people Cultural French: December celebrations	Animals Cultural French: Storytime	Where I live Cultural French: Francophone World, Easter celebrations	Weather Cultural French: Storytime	Hobbies Cultural French: Summer celebrations
RE	What do Christians learn from the Creation story?	What is it like for someone to follow God?	How do festivals and worship show what matters to a Muslim?	What kind of world did Jesus want?	How do festivals and family life show what matters to Jewish people?	How and why do people try to make the world a better place?
PSHE	Being my Best	Me and my relationships	Keeping Safe	Rights and Respect	Valuing Difference	Growing and Changing
Music	Let your Spirit Fly	Three Little Birds	Ensemble teaching: Brass		The Dragon Song	Bringing Us Together
PE	Gymnastics Netball	Football Dance	Swimming Hockey	Swimming Tag Rugby	Rounders Tennis	Cricket Athletics