

Year 3 - Science History Geography

Creations

Achievements of the earliest civilisations – **Ancient Egypt**
What made the Ancient Egyptian civilisation so great?

Forces and Magnets

Understand magnets, compare and group materials, forces between objects

Light

Absence of dark, reflection, sun safety

Survival

Changes in Britain from the **Stone Age to the Iron Age**

Specific place – Stonehenge

Tribal kingdoms

How did Britain change between the Stone and Iron ages?

Animals – including humans

Nutrition needs, skeletons, muscles

Plants

Functions of parts of flowering plants, plant life cycles

Transformation

UK Study - map/atlas work, name and locate, physical; and human features, changes over time.

Local History - **Cornish mining**

What happened to the Cornish Mines?

Rocks

Compare and group/physical properties of rocks

RE	Autumn Term First half	Autumn Term Second half	Spring Term First half	Spring Term Sec- ond half	Summer Term First half	Summer Term Second half
Year Three	<p>People of God What is it like to follow God? <i>Harvest Celebration</i></p>	<p><i>Agreed Syllabus: curriculum Kernewek</i> Cornwall place spiritual inquiry Local celebrations Cornwall place Christianity How Christianity came Celtic origins <i>Christmas Service</i></p>	<p>Incarnation What is the Trinity? <i>(include baptism Jesus as revealing Trinity)</i></p>	<p><i>Agreed syllabus:</i> Some prayers and their meanings The Lords Prayer How building/artefacts/symbols play part in worship and ceremonies <i>Church visit</i> <i>Easter Service</i></p>	<p>Kingdom of God When Jesus left, what was the impact of Pentecost? Global Objectives: Where in the World? Unit 1 Christians Worldwide</p>	<p>Other Faiths Islam Why are the stories of the prophets so important to Muslims? Six articles of faith Five Pillars Islam Qur'an Books of guidance Messengers of Allah</p>

PE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Sumer 2
Year 3	<p>Gymnastics – develop flexibility with control and balance. Football – Play competitively showing an understanding of defending and attacking principles.</p>	<p>Basketball – Use throwing and catching in isolation and in combination. Develop technique (lay up) Dance – develop flexibility and strength. Create a performance. Compare performances and give advice to improve performance.</p>	<p>Tri golf – develop control and balance. Improve own performance to reach a personal best. Swimming - use a range of strokes effectively</p>	<p>Rugby – Use running and throwing in isolation. Join movements to play in appropriately modified games. Swimming - swim competently, confidently and proficiently over a distance (3 strokes)</p>	<p>Cricket/Rounders/Tennis – throw and catch as part of a non competitive game. Use an object to control a ball. Apply simple attacking principles when striking(where to hit the ball). Netball – Run, throw and jump in combination (learn the footwork rule). Play competitively in a modified game (highlighting the footwork rule)</p>	<p>Athletics – Teach running and jumping and throwing in isolation. Children should evaluate a performance and be able to improve on it. OAA – Take part in individual and team based problems in the outside environment.</p>

<i>French</i>			
<i>Unit 1</i>	<i>Unit 2</i>	<i>Unit 3</i>	<i>Unit 4</i>
<ul style="list-style-type: none"> • <i>Greetings</i> • <i>Introducing yourself</i> 	<i>Responding to a song or story in French</i> <i>Understanding simple questions</i>	<i>*Saying what you can do well</i> <i>*Celebrating Achievements and Special occasions</i>	<ul style="list-style-type: none"> • <i>Parts of the body</i> • <i>Colours</i> • <i>Descriptions of people</i>

Computing	Autumn Online Safety Programming – Scratch Create a Webpage	Spring Online Safety Animation Using art programme to create a picture in Art using advanced tools	Summer Online Safety Programming – Probots Audio books
------------------	---	--	--

Design Technology	Autumn Puppets – investigating different types of puppet	Spring Soup and bread	Summer Clay
--------------------------	--	---------------------------------	-----------------------