

Year 3 Curriculum Map

Excalibur's curriculum drivers are embedded throughout our teaching

Aspiration

Unity

Resilience

Respect

English, Communication and Languages

As writers we will:

Write a retell of Escape from Pompeii by using these skills:

- The correct use of capital letters and full stops.
- Consistent use past tense and third person
- The use of adjectives, verbs and prepositions.
- To use complex sentences to show, time or place.
- To use fronted adverbials that are correctly punctuated with a comma.
- To use paragraphs to present final piece of writing.

As readers, we will:

- Predict what might happen using evidence presented
- Explore the meanings of words in context.
- Retrieve, record and present information from fiction and non-fiction texts.
- Draw inferences about characters, feelings and thoughts.
- Identify main ideas drawn from more than one paragraph and summarise.

As French linguists we will:

- We will learn to say, read and write some information about:
 - Classroom instructions
 - Fruit and food
 - Days of the week
 - Parts of the body
 - How do we say... in French?
 - Revision of months
 - Revision of colours

Express opinions.

Identify social conventions at home and in other cultures.

Science and Technology

As scientists we will learn about:

- Learn about the different parts of a plant, including roots, stems, leaves, and flowers, and their functions.
- Understand what plants need to grow, including water, light, air, and nutrients from the soil.
- Explore the stages of a plant's life cycle, from seed germination to growth, flowering, and seed production.
- Discover how plants are pollinated and how seeds are dispersed to grow new plants.
- Learn about different types of plants, including flowering and non-flowering plants, and how they vary in structure.
- Conduct experiments to investigate how different conditions (light, water, soil type) affect plant growth.

As computer scientists, we will:

- Use desktop publishing software to design and edit documents, considering layout and design elements.
- Understand how sequences of commands produce outcomes and make predictions based on this knowledge.

Mathematics

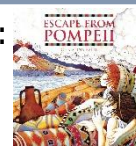
As mathematicians, we will learn to:

- **Measurement: Time**
Learn to tell the time on both analogue and digital clocks.
Calculate time intervals and solve problems involving time differences.
- **Measurement: Length**
Measure and compare lengths in centimetres and meters.
Estimate lengths and solve practical problems involving length.
- **Geometry: Properties of Shapes**
Identify and describe 2D and 3D shapes, focusing on sides, angles, and symmetry.
Sort shapes based on their properties and classify them.
- **Statistics: Data Handling**
Collect, interpret, and present data using pictograms, bar charts, and tables.
Solve problems based on data representation and analysis.

Summer Term 2024-25

Class Text:

Miss Hilditch, Madame Leydon, Mrs Bundy and Mrs Johnson



Humanities

As Historians we will:

- Learn about the geography of Rome and how the empire expanded across Europe, Asia, and Africa.
- Explore the roles of Roman leaders, the Senate, and the different classes in Roman society.
- Understand the structure and tactics of the Roman army and how they helped conquer vast territories.
- Discover Roman engineering feats like roads, aqueducts, and architecture, and their influence on modern society.
- Learn about Roman gods, religious practices, and how Roman religion influenced future civilizations.
- Investigate the reasons behind the fall of the Western Roman Empire, including invasions and economic issues.

As Geographers, we will:

- Learn about where different types of food come from, such as plants, animals, and other natural resources.
- Explore how food is grown and harvested, including the process of farming and the different crops that are cultivated.
- Understand how food is processed, packaged, and transported to markets, from farm to table.
- Learn about seasonal produce and how the time of year affects what foods are available.
- Investigate the difference between local and global food sources, and how food is traded internationally.

Physical Health and Well-being

As citizen's, we will learn to:

- Understand the importance of physical health, including exercise, diet, and sleep.
- Learn about the impact of substances like food, drink, and medicine on the body and mind.
- Explore strategies for managing emotions and dealing with feelings such as stress or worry.
- Learn about the importance of self-esteem and developing a positive mindset.
- Learn about different types of relationships (family, friends, and others) and the importance of positive communication.

As sports people, we will:

- Develop fundamental skills needed to perform sports day races and badminton.
- Develop tactical awareness of the games.
- Work effectively as part of a team.
- Take on a variety of roles.
- Identify our own strengths and weaknesses.

The Arts and Design

As artists, we will:

- Learn the process of designing a sculpture, considering the structure, balance, and space. They draw inspiration from both abstract and realistic sculptures.
- They explore different materials like clay, wire, and cardboard, and learn how to manipulate them to create three-dimensional objects.
- Students practice techniques like rolling, pinching, and shaping clay, as well as joining parts together using methods such as scoring and slipping for more durable structures.

As designers, we will:

- The importance of healthy, balanced meals and how to make nutritious food choices.
- Develop basic skills in handling and preparing food, including chopping, peeling, and mixing ingredients.
- Students design and make their own food items, considering taste, texture, and presentation.

As musicians, we will:

- Follow instructions on how and when to play an instrument
- Make and control long and short sounds, using instruments
- Play from memory with confidence
- Play notes on an instrument with care so they are clear
- Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play
- Recognise the notes EGBDF and FACE on the musical stave