

Year 3 Curriculum Objectives 2018 – 2019: Term 3

ENGLISH TEXTS Black Dog		MATHS Busy Ants Book 3B	
SCIENCE Light Recognise that they need light in order to see things and that dark is the absence of light. Notice that light is reflected from surfaces. Recognise that light from the sun can be dangerous and that there are ways to protect their eyes. Recognise that shadows are formed when the light from a light source is blocked by an opaque/solid object. Find patterns in the way that the size of shadows change. Working Scientifically asking relevant questions and using different types of scientific enquiries to answer them setting up simple practical enquiries, comparative and fair tests making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers gathering, recording, classifying and presenting data in a variety of ways to help in answering questions recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions identifying differences, similarities or changes related to simple scientific ideas and processes using straightforward scientific evidence to answer questions or to support their findings.		HISTORY The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor <i>This could include:</i> Viking raids and invasion resistance by Alfred the Great and Athelstan, first king of England further Viking invasions and Danegeld Anglo-Saxon laws and justice Edward the Confessor and his death in 1066	
ART Improve their mastery of art and design techniques, including <u>sculpture</u> with a range of materials [for example, clay] About great artists, architects and designers in history Create sketch books to record their observations and use them to review and revisit ideas		COMPUTING Computer Science-Computational Thinking Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs E-Safety: Contact (protecting yourself, public v private) Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	
PSHE Dot Com: Lessons 7-9 SRE: To consider touch and to know that a person has the right to say what they like and dislike First Aid- Serious bleeding	PE Gymnastics and Netball/Basketball	RE Judaism - Unit 3 Recap on Jewish beliefs To know about The journey of Jewish life: Bar/Bat Mitzvah and marriage, blessings. To understand about the reading of the Torah To know the use of Kippah, tallit and tzitzit in worship. To know about the Jewish place of worship	
MUSIC Teaching (topic linked if possible) Experiment with, create, select and combine sounds using the inter-related dimensions of music			

