

English

Key text: Defeating the monster

Model text based on The Cobbler and The Dragon of Krakow.

This term children will be able to write their own narrative independently following the story pattern.

History - Romans

This half term we will be exploring about Ancient Rome and Romans. We will be answering the key questions:

Why did the Romans invade and settle in Britain? Why was Roman army so successful?



Art/DT

This half term, we will be developing an understanding of shading and drawing techniques to create botanical inspired drawings.



RE

We will be exploring, 'Is scripture central to religion?' We will be evaluating the significance of scripture to Jewish, Christian and Muslim people.



Year 3 Curriculum Map Spring Term 1

Values

Relationships

Reminders: Please make sure your child is reading daily and completing all their homework. Homework is sent home on Wednesday and must be returned by the following Monday.

Music

We will be learning to play glockenspiels.



Science

We will learn how we see light and understand how light is reflected from surfaces. We will also learn how shadows are formed and investigate the best material for blocking a light source.

French

In French, we will be learning the days of the week, months of the year and how to say our own birthday.

Maths

We will continue with multiplication and division focusing on multiplying and dividing by 4 & 8. We will also begin to learn how to multiply and divide 2 digit numbers by a 1 digit number.

It will be useful for children to practise their tables on TT Rockstars and Purple Mash.

PE

We will learn and develop shapes and circles and create sequences of movement.

P.E. Lesson Days

Chestnuts - Monday & Tuesday

Acorns - Monday & Wednesday

Pinecones - Monday & Thursday



PSHE

This half term, we will identify our dreams/ambitions and new learning challenges, working out the best ways to achieve them.

Computing

Year 3 will continue to explore the concept of sequencing in programming through J2code. They will use a selection of motion, sound, and event blocks to create their programs.