

Year 3 Curriculum Map

		English Readin	g		
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	
Theme:	Theme:	Theme:	Theme:	Theme:	Theme:
Topics	Topics	Topics	Topics	Topics	
Limit focus: Her And Cold Pieces Text focus: Information Text Hot And Gold Animals	STONE AGE BOY World ge heg	ROALD DAHL WICHES Dolphin Boy	NEIL GAIMAN FORTUNATELY THE MILK The Magical Picture CHRIS RIDDELB	Wenday Orr	A R E
Skills	Skills	Skills	Skills	Skills	Skills
Make inferences about characters and predict outcomes.	Use knowledge of root words, prefixes, and suffixes to read and understand new words.	Retrieve information from non-fiction texts.	Listen to and discuss various types of literature.	Use dictionaries to check word meanings. Participate in discussions about both	Read books for different purposes and structures.
Summarise main ideas and analyse language and structure.	Read books for different purposes and structures.	Participate in discussions about both read-aloud and independent reading materials.	Explore diverse genres and retell stories orally.	read-aloud and independent reading materials.	Listen to and discuss various types of literature.
Prepare and perform poems and play scripts.	Instruction writing/adventure stories	Narrative/Information text	Portal story	Narrative - Adventure story.	Letter writing - the environment
Narrative/Poetry/Information texts					

English Writing						
	There are opportunities throughout the	ne year for writing. E.g. based on a class reade	er, or a finished piece might be different in ea	ch class just meeting same objectives.		
Topics	Topics	Topics	Topics	Topics	Topics	
Recount - Summer holiday.	The Hodgeheg	Recount - Winter holiday.	Using a model text to write about entering	Descriptive writing – Train Adventure	Literacy Shed – Opinion writing about	
Little Mouse's Big Book of Fears.	Write an adventure story.	The Witches.	a different place through a portal (TES) -	Story.	population growth.	
Recount	Include noun phrases.	Noun phrases.	magical picture.	Character description. Long, descriptive	Geography – (using Digimaps) To form	
Description – emotion.	Direct speech. Paragraphing	Expanded noun phrases.	Openers.	sentences	and justify opinions.	

and adverbial starters. Antarctica - Diary writing. Literacy Shed - Animals in different climates – Information writing Poetry – animal poems Skills Co-ordinating conjunctions.	Literacy Shed – Summarise information. Write a menu – description. Instruction writing. How to make a monster sandwich. Literacy Shed - Skara Brae – summarise information text. Learn model text (How to Catch a Grass Goblin). Analyse text. Create own story map based on How to survive in the Stone Age. Stone Age – imperatives. Stone Age Writing - instructions Skills Co-ordinating conjunctions.	Speech. Story writing – including above features. Describe a witch (based on reading The Witches). Geography input from start of January was on Coasts to prepare for next writing unit. Dolphin Boy (Michael Morpurgo) Hamilton Trust. Comprehension/Analyse text. Questions. Analyse information text about dolphins. Book review. Word classes. Part of The Sandman and the Turtles. (Morpurgo) Hamilton Trust. Author study. Adverbs including starters. Noun phrases. Expanded noun phrases. Description of a sandman type character. Paragraphing. Write own story based on Dolphin Boy.	Prepositions. Similes. Adverbs. Adjectives. Paragraphing. History during this time is looking at the Iron Age as they will write a portal story going back to the Iron Age. History – note taking. Summarise an information text. History – diary writing as an archeologist. Labelling a round house – information text. History – persuasive writing about a round house. History – Hillforts Diary writing based in an information text. Iron Age Adventure story – portal story. D&T writing about making a roundhouse.	exciting. Short sentences and 'pacey' words. Geography – (using Digimaps) compare and contrast writing. Geography – (using Digimaps) listing. Geography – (using Digimaps) creating own island. English (using Nim's Island as model) - create their own island as a plan to a story. Paragraphing. Literacy Shed – talking to the reader. The Way to Treasure Island - Character profile. The Storm Keeper's Island - Continue the story. Ordinary Basil What happened before?	language. Plastic Sucks Text - Persuasive language. Letter Writing – the dangers of climate change. Solutions to it. Skills Co-ordinating conjunctions.
Word families for meaning, word class and spelling. Exaggerated language. Homophones and their meanings. Appropriate verb choices. Identify all the word classes of a simple sentence. Pattern of three for persuasion. Use conjunctions to express time, place and cause. Express time, place and cause using adverbs. Specific/technical vocabulary to add detail. (enough, less, fewer, lots of, none of, both, each, every, a few, neither, either, several)	Word families for meaning, word class and spelling. Prepositions. Exaggerated language. Know the difference between the subject and object with the personal pronoun. Homophones and their meanings. Appropriate verb choices. Identify all the word classes of a simple sentence. Pattern of three for persuasion. Use irregular simple past-tense verbs. Use conjunctions to express time place and cause. Express time, place and cause, using prepositions. Express time, place and cause using adverbs. Specific/technical vocabulary to add detail. Commas used in lists. Inverted commas.	and spelling. Homophones and their meanings. Appropriate verb choices. Identify all the word classes of a simple sentence. Pattern of three for persuasion. Use irregular simple past-tense verbs. Use conjunctions to express time place and cause. Express time, place and cause, using prepositions. Express time, place and cause using adverbs. Specific/technical vocabulary to add detail. Past perfect verb form. Know that pronouns, nouns and proper nouns can all be the subject of a sentence. Commas used in lists. Inverted commas.	and spelling. Homophones and their meanings. Appropriate verb choices. Identify all the word classes of a simple sentence. Pattern of three for persuasion. Use irregular simple past-tense verbs. Use conjunctions to express time place and cause. Express time, place and cause, using prepositions. Express time, place and cause using adverbs. Specific/technical vocabulary to add detail. Past perfect verb form. Know that pronouns, nouns and proper nouns can all be the subject of a sentence. Commas used in lists. (enough, less, fewer, lots of, none of, both, each, every, a few, neither, either, several) The difference between a phrase and a clause. Inverted commas. Use a comma after a fronted adverbial phrase, prepositional phrase or adverb ending in '-ly'.	and spelling. Homophones and their meanings. Appropriate verb choices. Identify all the word classes of a simple sentence. Pattern of three for persuasion. Use irregular simple past-tense verbs. Use conjunctions to express time place and cause. Express time, place and cause, using prepositions. Express time, place and cause using adverbs. Specific/technical vocabulary to add detail. The difference between a phrase and a clause. Inverted commas. Use a comma after a fronted adverbial phrase, prepositional phrase or adverb ending in '-ly'.	Word families for meaning, word class and spelling. Exaggerated language. Homophones and their meanings. Appropriate verb choices. Identify all the word classes of a simple sentence. Pattern of three for persuasion. Use conjunctions to express time place and cause. Express time, place and cause using adverbs. Specific/technical vocabulary to add detail. (enough, less, fewer, lots of, none of, both, each, every, a few, neither, either, several)

Mathematics

Topics

Topics

Topics

Topics

Topics

Topics

Place Value Addition and Subtraction	Multiplication and Division A	Multiplication and Division B Length and Perimeter	Fractions A Mass and Capacity	Fractions B Money	Time Shape Statistics
Skills	Skills	Skills	Skills	Skills	Skills
Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number. Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). Compare and order numbers up to 1000. Identify, represent and estimate numbers using different representations. Read and write numbers up to 1000 in numerals and in words. Solve number problems and practical problems involving these ideas. Add and subtract numbers mentally, including: a three-digit number and ones a three-digit number and tens a three-digit number and hundreds Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction. Estimate the answer to a calculation and use inverse operations to check answers. Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods. Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects. Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml). Measure the perimeter of simple 2-D shapes.	Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. Recognise and show, using diagrams, equivalent fractions with small denominators. Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).	Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. Recognise and show, using diagrams, equivalent fractions with small denominators. Add and subtract fractions with the same denominator within one whole [for example, $5/7 + 1/7 = 6/7$]. Compare and order unit fractions, and fractions with the same denominators solve problems that involve all of the above. Add and subtract amounts of money to give change, using both £ and p in practical contexts.	Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour time clocks. Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events (for example to calculate the time taken by particular events or tasks). Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them. Recognise angles as a property of shape or a description of a turn. Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines. Interpret and present data using bar charts, pictograms and tables. Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.

	Science							
Topics	Topics	Topics	Topics	Topics	Topics			
Plants	Rocks	Forces and Magnets	Animals including Humans	Light				
Skills	Skills	Skills	Skills	Skills	Skills			
Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers. Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant. Investigate the way in which water is transported within plants.	Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties. Describe in simple terms how fossils are formed when things that have lived are trapped within rock. Recognise that soils are made from rocks and organic matter.	Compare how things move on different surfaces. Notice that some forces need contact between 2 objects, but magnetic forces can act at a distance. Observe how magnets attract or repel each other and attract some materials and not others.	Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. Identify that humans and some other animals have skeletons and muscles for support, protection, and movement.	Recognise that they need light in order to see things and that dark is the absence light.				
, , , , ,	J	Compare and group together a variety of		Find patterns in the way that the size of sha	dows change.			

Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.	wa	everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials. Describe magnets as having 2 poles.		
	re	Predict whether 2 magnets will attract or repel each other, depending on which poles are facing.		

	Humanities							
Topics	Topics	Topics	Topics	Topics	Topics			
Geography: Climate Zones	History: Stone Age	Geography: Coasts	History: Iron Age	Geography: Mapping skills/ Environment	Торгоз			
	The state of the s			acceptable of the second of th				
Skills	Skills	Skills	Skills	Skills	Skills			
Develop contextual knowledge of the location of globally significant places –	Know and understand the history of these islands as a coherent, chronological	Develop contextual knowledge of the location of globally significant places –	Know and understand the history of these islands as a coherent, chronological	Develop contextual knowledge of the location terrestrial and marine – including their defin				
both terrestrial and marine – including	narrative, from the earliest times to the	both terrestrial and marine – including	narrative, from the earliest times to the	and how these provide a geographical conte				
	· ·	their defining physical and human	· · · · · · · · · · · · · · · · · · ·		ext for understanding the actions of			
their defining physical and human	present day by the wider world.		present day.	processes.				
characteristics and how these provide a	Know and understand significant concets	characteristics and how these provide a	Know and understand significant concerts	Understand the presence that give rice to be	you physical and human goographical			
geographical context for understanding	Know and understand significant aspects	geographical context for understanding	Know and understand significant aspects	Understand the processes that give rise to k				
the actions of processes.	of the history of the wider world: the	the actions of processes.	of the history of the wider world: the	features of the world, how these are interde	pendent and now they bring about spatial			
Understand the process as that give vice to	nature of ancient civilisations.	Understand the processes that sive with the	nature of ancient civilisations.	variation and change over time.				
Understand the processes that give rise to		Understand the processes that give rise to	Lindayatand historiaal concents avals as		information including some diagrams			
key physical and human geographical	Understand historical concepts such as	key physical and human geographical	Understand historical concepts such as	Interpret a range of sources of geographical				
features of the world, how these are	continuity and change, cause and	features of the world, how these are interdependent and how they bring about	continuity and change, cause and	globes, aerial photographs and Geographica	ai information systems (GIS).			
interdependent and how they bring about	consequence, similarity, difference and	, , , , , , , , , , , , , , , , , , , ,	consequence, similarity, difference and	Communicate goographical information in a	variety of wave including through mana			
spatial variation and change over time.	significance, and use them to make connections, draw contrasts, analyse	spatial variation and change over time.	significance, and use them to make connections, draw contrasts, analyse	Communicate geographical information in a variety of ways, including through maps, numerical and quantitative skills and writing at length.				
Locate the world's countries, using maps	trends, frame historically-valid questions	Collect, analyse and communicate with a	trends, frame historically-valid questions					
concentrating on their environmental	and create their own structured accounts,	range of data gathered through	and create their own structured accounts,	Locate the world's countries, using maps co	ncentrating on their environmental regions,			
regions, key physical and human characteristics, countries, and major	including written narratives and analyses.	experiences of fieldwork that deepen their understanding of geographical processes.	including written narratives and analyses.	key physical and human characteristics, cou	untries, and major cities.			
cities.	Understand the methods of historical		Understand the methods of historical	Use maps, atlases, globes and digital/comp	uter mapping to locate countries and			
	enquiry, including how evidence is used	Locate the world's countries, using maps	enquiry, including how evidence is used	describe features studied.				
Identify the position and significance of	rigorously to make historical claims, and	concentrating on their environmental	rigorously to make historical claims, and					
latitude, longitude, Equator, Northern	discern how and why contrasting	regions, key physical and human	discern how and why contrasting	Human geography, including: types of settle	ment and land use.			
Hemisphere, Southern Hemisphere, the	arguments and interpretations of the past	characteristics, countries, and major	arguments and interpretations of the past					
Tropics of Cancer and Capricorn, Arctic	have been constructed.	cities.	have been constructed.	Use the eight points of a compass, four and				
and Antarctic Circle.				(including the use of Ordnance Survey maps	s) to build their knowledge of the United			
	Gain historical perspective by placing their	Understand geographical similarities and	Gain historical perspective by placing their	Kingdom and the wider world.				
Understand geographical similarities and	growing knowledge into different contexts,	differences through the study of human	growing knowledge into different contexts,					
differences through the study of human	understanding the connections between	and physical geography of Saudi Arabia	understanding the connections between					
and physical geography of Saudi Arabia	local, regional, national and international	and contrasting countries, including the	local, regional, national and international					
and contrasting countries.	history.	UK.	history.					
Describe and understand key aspects of:	Changes in Britain from the Stone Age to	Human geography, including: types of	Changes in Britain from the Stone Age to					
climate zones, biomes.	the Iron Age.	settlement and land use.	the Iron Age.					
Human geography, including: types of		Use fieldwork to observe, measure, record						
settlement and land use.		and present the human and physical						
		features in the local area using a range of						
		methods, including sketch maps, plans						
		and graphs, and digital technologies.						

	Computing							
	Topics	Topics	Topics	Topics	Topics	Topics		
Coding Touch Typ	bing	Internet Safety	Spreadsheets	Email	Databases Simulations Graphing			
	Skills	Skills	Skills	Skills	Skills	Skills		
	nology purposefully to create, store, manipulate and retrieve	Use technology safely, respectfully and responsibly; recognise	Select, use and combine a variety of software (including internet services) on a	Use technology safely, respectfully and responsibly; recognise	Select, use and combine a variety of softwar digital devices to design and create a range			

digital content.	acceptable/unacceptable behaviour; identify a range of ways to report concerns	range of digital devices to design and create a range of programs, systems and	acceptable/unacceptable behaviour; identify a range of ways to report concerns	accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Design, write and debug programs that accomplish specific goals, including	about content and contact.	content that accomplish given goals, including collecting, analysing, evaluating	about content and contact.	Select, use and combine a variety of software (including internet services) on a range of
controlling or simulating physical systems; solve problems by decomposing them into		and presenting data and information.	Understand computer networks, including the Internet; how they can provide	digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data
smaller parts.			multiple services, such as the World Wide Web; and the opportunities they offer for	and information.
Use sequence, selection and repetition in programs; work with variables and various			communication and collaboration.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that
forms of input and output.				accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Use logical reasoning to explain how some simple algorithms work and to detect and				
correct errors in algorithms and programs.				
Select, use and combine a variety of software (including internet services) on a				
range of digital devices to design and create a range of programs, systems and				
content that accomplish given goals, including collecting, analysing, evaluating				
and presenting data and information.				

Art							
Topics	Topics	Topics	Topics	Topics	Topics		
Formal Elements of Art	Colour theory	Coasts	Our world	Formal Elements of Art			
Stone Age	Iron Age		Famous Artists	Principles of Design			
	Bronze Age		Composition				
Skills	Skills	Skills	Skills	Skills	Skills		
Describe how paint was made in the	Ability to mix 2 colours and white to make	Closely observe natural objects and draw	Identify the characteristics of Folk Art and	Achieve movement in a daffodil painting	Use line and shape to create intricate		
Stone Age.	1 new colour and 4 tints to paint a sunset.	them from firsthand sources. (shells).	become familiar with the work of Heather	using line and balance.	patterns in black and white.		
	Value scale understood and achieved in		Galler.				
Mix a light wash using watercolours for a	sunset - light to dark.	Use a variety of media and papers to draw		Control the use of ink when applying	Refine drawing skills by using more detail		
background. Create Symbols and colours		and paint coastal objects. (shells and	Understand the term perspective and be	colour to a piece of art.	in the artwork.		
in oil pastel which are consistent with	Cross-curricular; humanities, Stonehenge.	starfish).	able to use perspective when drawing a				
cave paintings.			landscape.	Choose the correct size brush for larger	Cross-curricular; PSHE mindfulness.		
		Refine ability to use charcoal, soft pastel,		and smaller areas of a piece of art.			
Recall the story of the caves of Lascaux		oil pastel, pen and water colour paint.	Take inspiration from the artist reference				
and work in a group to recreate it on a			and draw and colour patterns in the style	Cross-curricular; English, listening to			
large paper.		Cross-curricular; humanities.	of Heather Galler onto the landscape.	stories and folklore about daffodils in			
				different cultures.			
Cross-curricular, humanities.			Cross-curricular – Our world.				

	Music							
Topics	Topics	Topics	Topics	Topics	Topics			
Composition	Exploring Rhythmic Patterns	Exploring Arrangements Composers	Exploring Pentatonic Scales	Exploring Sound Colours Musical Elements	Exploring Singing Games Performance Ostinato			
Skills	Skills	Skills	Skills	Skills	Skills			
Selecting descriptive sounds to accompany a poem.	Learning how sounds are produced and how instruments are classified.	Improve ability to analyse music.	Understanding the pentatonic scale.	Understanding call and response structure.	Exploring simple accompaniments using beat and rhythm patterns.			
Creating a musical re-telling of a poem.	Learning about Aerophones.	To better understand the musical elements.	Using graphic notation with the pentatonic scale.	Performing word rhythms.	Using a score and combining sounds to create different musical textures.			
Singing in two-part Harmony.	Understanding musical conversation structure.	Understanding pitch.	Understanding pitch through composing,	Exploring sounds.	Exploring different types of			
Accompanying a song with a melodic ostinato.	Learning how sounds are produced and	Learning to read simple.	notating and reading graphic notation.	Singing in two parts.	accompaniment.			
	how instruments are classified.	Understanding and using pitch notations.	Performing a pentatonic song with tuned	Performing call and response structure.	Sing from memory with accurate pitch.			
Exploring timbre to create a descriptive piece of music.	Learning about Idiophones.	Reading simple rhythm Notation.	and untuned accompaniment.	Exploring sounds.				
Learning about ternary form.	Developing an understanding of call and response.	Learning a Tudor dance.	Exploring the pentatonic Scale.	Understanding pitch through melody.				
Singing a song with expression.		Representing sounds with	Playing in steps using graphic notation.	Developing a song.				

PE					
Topics	Topics	Topics	Topics	Topics	Topics
Fitness	Handball	Athletics	Tag Rugby	Orienteering	Dodgeball
Football	Netball	Basketball	Cricket/Rounders	Badminton	Dance
Skills	Skills	Skills	Skills	Skills	Skills
Fitness	Handball	Athletics	Tag Rugby	Orienteering	Dodgeball
Develop an understanding of the importance of speed and stamina when playing invasion games. Football Move with a ball keeping it under close control. Keep possession of a ball as part of a team. Receive a ball successfully. Take up spaces/positions that make it difficult for opponents. Perform basic skills needed for games with control and accuracy. Pass/send a ball with increasing accuracy and at different speeds. Shoot/ score with some success. Use a range of skills to keep possession of the ball. Keep the ball under control, passing and receiving with increasing accuracy. Choose space/ positions where you can receive a pass or to support a teammate. Develop control and technique both in movements and manipulation. Apply basic principles for attacking and defending – finding space (attacking), challenge a player in possession (defending). Pass and receive the ball with control. Select passes that keep possession. Move to support teammates once you have passed the ball and explain how to keep possession.	Netball Move with a ball keeping it under close control. Keep possession of a ball as part of a team. Receive a ball successfully. Take up spaces/positions that make it difficult for opponents. Perform basic skills needed for games with control and accuracy. Pass/send a ball with increasing accuracy and at different speeds. Shoot/ score with some success. Use a range of skills to keep possession of the ball. Keep the ball under control, passing and receiving with increasing accuracy. Choose space/ positions where you can receive a pass or to support a teammate. Develop control and technique both in movements and manipulation. Apply basic principles for attacking and defending – finding space (attacking), challenge a player in possession (defending). Pass and receive the ball with control. Select passes that keep possession. Move to support teammates once you have passed the ball and explain how to keep possession.	Apply and develop a broad range of athletic skills in different ways. Show control, coordination and consistency when running, throwing, and jumping. Choose the appropriate running speed to meet the demand of the task. Enjoy competing with others. Basketball Move with a ball keeping it under close control. Keep possession of a ball as part of a team. Receive a ball successfully. Take up spaces/positions that make it difficult for opponents. Perform basic skills needed for games with control and accuracy. Pass/send a ball with increasing accuracy and at different speeds. Shoot/ score with some success. Use a range of skills to keep possession of the ball. Keep the ball under control, passing and receiving with increasing accuracy. Choose space/ positions where you can receive a pass or to support a teammate. Develop control and technique both in movements and manipulation. Apply basic principles for attacking and defending – finding space (attacking), challenge a player in possession (defending). Pass and receive the ball with control. Select passes that keep possession. Move to support teammates once you have passed the ball and explain how to keep possession.	Move with a ball keeping it under close control. Keep possession of a ball as part of a team. Receive a ball successfully. Take up spaces/positions that make it difficult for opponents. Perform basic skills needed for games with control and accuracy. Pass/send a ball with increasing accuracy and at different speeds. Shoot/ score with some success. Use a range of skills to keep possession of the ball. Keep the ball under control, passing and receiving with increasing accuracy. Choose space/ positions where you can receive a pass or to support a teammate. Develop control and technique both in movements and manipulation. Apply basic principles for attacking and defending – finding space (attacking), challenge a player in possession (defending). Pass and receive the ball with control. Select passes that keep possession. Move to support teammates once you have passed the ball and explain how to keep possession. Know how to tag another player. (tag rugby) Develop attacking and defending skills within tag rugby. To be able to pass the ball backwards to a teammate. (tag rugby) Cricket/Rounders Apply and develop a broader range of skills, whilst ensuring basic skills	Participate in team games, working cooperatively, solving problems with others. Communicate effectively with other people and discus plans to achieve success. To make a map with symbols and be able to recognise where you are on a map, using basic techniques. Move confidently in different ways, developing agility, balance, and coordination Badminton Use different skills and movements, including aiming into space to try win games. Can hit the shuttle varying height, speed and direction into space. (badminton) Can control and balance the shuttle with some control, with and without a racket. (badminton) Watch, track and catch a shuttle successfully, as well as throw it with control to a partner. (badminton) Move fluently, changing direction and speed. Engage in cooperative physical activities. Explore different ways to use and move with the ball – showing control with simple actions and basic control when striking an object. Catch/stop and send/pass a ball – developing technique of throwing and receiving. Understand the concept of moving to get in line with a ball/shuttle to receive it. Show control of a ball with basic actions and explore different ways to use and	Improve consistency when catching a ball at different heights. Show control when moving at speed. Move the ball in different ways, with increasing accuracy and control. Use a range of skills and tactics to win games. Begin to develop the chipping technique, consistently lifting the ball from the floor. (golf) Apply putting skills into game situations. (golf) Show control and control to make accurate shots. Demonstrate good teamwork skills. Dance Explore and create narratives in response to a stimulus. Show control, accuracy and fluency of movement when performing actions with a partner. Develop dance phrases using canon, unison, repetition, action/reaction, and question/answer. Communicate what you want through your dances and perform with control. Combine actions and maintain the quality of performance when performing at the same time as a partner.

	are performed with control and accuracy. Throw a ball increasing distances. Catch a ball with increasing consistency. Hit a ball with correct technique. Intercept and stop the ball consistently. Employ simple tactics, particularly when fielding to make it harder for the batter. Work well as part of a team, particularly when fielding to make it harder for the batter.	
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Spanish Spanish					
Topics	Topics	Topics	Topics	Topics	Topics
Greetings & Myself Numbers (1-12) Greetings and Salutations Presentations	School Life Class Instructions Classroom Objects Dates School Subjects Hispanic Festivities	My Surroundings Family Members Colours Pets Hispanic World - Mexico	My World Personality and Character Family and Pets Hispanic World: Peru	My World Food Shops in Town Breakfast, Snacks and Fruits I Eat and Like Buying Vegetables at the Market	Food and Drinks Breakfast and Snacks and Fruits and Vegetables at the Market Kitchen Utensils Hispanic Food and Dishes
Skills	Skills	Skills	Skills	Skills	Skills
Practise numbers 1-10 and doing sums adding or subtracting. Use short phrases to meet and greet people. Ask and say how you are.	Understand and follow to class instructions. Identify classroom objects and furniture. Recall the days of the week Say what subjects you have during the	Name family members using the verb (tengo). Say what family member you have don't have using the correct gender and negatives. Name your favourite colours, considering	Describe your personality using the verb to be (soy) and the correct gender. Revise pets, colours, family and descriptions and the correct gender of adjectives. Complete end of term assessment	Name the food you eat for breakfast and the frequency (adverbs). Say what snacks and fruit you like and dislike.	Recap places to shop for food and snacks and the fruit you eat. Say what quantity of vegetables you buy at the market. Complete end of term assessment.
Listen to instructions and follow commands.	week Familiarise with Hispanic festivities	gender. Name pets and classify them into masculine and feminine or both. Familiarise with facts about Mexico.	Familiarise with facts about Peru.	Say how many kilos of vegetables you need to buy at the market.	Familiarise with Hispanic traditional food and dishes.

DT					
Topics	Topics	Topics	Topics	Topics	Topics
Sewing - Making Mice	Food - shortbread	Cams - Make a Moving Toy.	Joins - Making a Round House	Food - Design, Make and Evaluate	
Design, Make and Evaluate	Make a hedgehog house	Design, Make and Evaluate	Design, Make and Evaluate	Levers – moving shadow puppets	
Skills	Skills	Skills	Skills	Skills	Skills
Join textiles of different types in a	Say what to do to be hygienic and safe.	Designing	Designing	Designing	Please merge this with the previous cell
different way.		Generate realistic ideas and their own	Generate realistic ideas and design	Generate and clarify ideas through	
	Use equipment safely.	design criteria through discussion,	criteria collaboratively through discussion,	discussion with peers and adults to	
Explain how to join things in a different		focusing on the needs of the user.	focusing on the needs of the user and	develop design criteria including	
way.	Make sure that own product looks		purpose of the product.	appearance, taste, texture and aroma for	
	attractive.	Use annotated sketches and prototypes to		an appealing product for a particular user	
Think about how to make own product		develop, model and communicate ideas.	Develop ideas through the analysis of	and purpose.	
strong.	Describe how own combined ingredients		existing products and use annotated		
	come together.	Making	sketches and prototypes to model and	Use annotated sketches and appropriate	
Devise a template.		Order the main stages of making.	communicate ideas.	information and communication	
	Designing	Select from and use appropriate tools		technology, such as web-based recipes, to	
	Explore a range of existing hedgehog	with some accuracy to cut, shape and join	Making	develop and communicate ideas.	
	homes (also look at bird boxes, bat boxes	paper and card.	Order the main stages of making.		
	to consider size and features).	Select from and use finishing techniques	Select and use appropriate tools to	Making	
		suitable for the product they are creating.	measure, mark out, cut, score, shape and	Plan the main stages of a recipe, listing	
	Generate and record ideas, considering		assemble with some accuracy.	ingredients, utensils and equipment.	
	the purposes for designing a hedgehog	Evaluating	Explain their choice of materials according		
	home.	Investigate and analyse books and, where	to functional properties and aesthetic	Select and use appropriate utensils and	
		available, other products with lever and	qualities.	equipment to prepare and combine	
	Making	linkage mechanisms.	Use finishing techniques suitable for the	ingredients.	
	Select appropriate tools and techniques		product they are creating.		
	for making their product	Evaluate their own products and ideas		Select from a range of ingredients to	
		against criteria and user needs, as they	Evaluating	make appropriate food products, thinking	

design and make. Investigate and evaluate a range of about sensory characteristics. Measure, mark out, cut and shape a range of materials, using appropriate existing shell structures including the materials, components and techniques **Evaluating** tools, equipment and techniques Technical knowledge and Understanding Understand and use lever and linkage that have been used. Carry out sensory evaluations of a variety Join and combine materials and mechanisms. of ingredients and products. Record the components accurately in temporary and Distinguish between fixed and loose Test and evaluate their own products evaluations using e.g. tables and simple permanent ways against design criteria and the intended graphs. Know and use technical vocabulary user and purpose. Consider the finishing techniques relevant to the project. Evaluate the ongoing work and the final usually these are to improve the Technical Knowledge and Understanding product with reference to the design appearance of the product. Is this Develop and use knowledge of how to criteria and the views of others. important? construct strong, stiff shell structures. Technical Knowledge and Understanding Apply their understanding of how to Develop and use knowledge of nets of Know how to use appropriate equipment strengthen, stiffen and reinforce more cubes and cuboids and, where and utensils to prepare and combine appropriate, more complex 3D shapes. complex structures food. **Evaluating** Know and use technical vocabulary Know about a range of fresh and relevant to the project. processed ingredients appropriate for Evaluate against the design criteriatheir product, and whether they are describe how closely it resembles their grown, reared or caught. concept drawings and written descriptions. Know and use relevant technical and sensory vocabulary appropriately. Reflect on their ideas, saying what they like and dislike about them – were they able to communicate all ideas (making restrictions in school) Describe/ record processes needed to make the improvements. Evaluate their work during the making stage and at the end of the task taking into account any changes that evolved as their ideas and understanding of the requirements grew. Explain why changes are/were needed and how they will improve the design – function / aesthetics. Consider and carry out appropriate tests to ensure the hedgehog home is safe for hedgehogs. Evaluate and record the results.

Write about the techniques /processes they have used. What would they like to

try next?