


# Year Three Curriculum

	<p style="text-align: center;"><i>Autumn</i> <i>'Pharaohs and Mummies'</i></p>	<p style="text-align: center;"><i>Spring</i> <i>'Around the World in 80 days'</i></p>	<p style="text-align: center;"><i>Summer</i> <i>'Yabba Dabba Do'</i></p>
<p><i>Literacy</i> <i>through TFW</i></p>	<p>Fiction: Egyptian Cinderella Non-Fiction: Instructions Fiction: The Papaya that Spoke Non-Fiction: Information text <b>CLASS TEXT: The Cat Mummy</b></p>	<p>Non-Fiction: Persuasion Fiction: Zahra, stories from another culture <b>CLASS TEXT: Charlie and the Chocolate Factory</b></p>	<p>Fiction: Gorilla Non-Fiction: Recount Fiction: Firework Maker's Daughter Non-Fiction: Instructions <b>CLASS TEXT: Stig of the Dump</b></p>
<p><i>Humanities</i></p>	<p>UK study then compare to another location Egypt modern day and ancient life Look at climate, settlement, land use, trade, arts, jewellery River Nile and study source to mouth</p>	<p>Sailing around the world-maps, atlases, globes, geography skills Transport-modes of travel Time zones, climate zones Darwin and other explorers Surviving in remote locations</p>	<p>Changes in Britain from Stone age to the Iron Age Stone Henge Geography Local Study Geography Physical and Manmade changes</p>
<p><i>Computing</i></p>	<p>Understand what algorithms are; how they are implemented as programs on digital devices ESafety Espresso coding Create and debug simple programs <a href="http://www.coxhoe.durham.sch.uk/curriculum-links/history/ancient-egypt">http://www.coxhoe.durham.sch.uk/curriculum-links/history/ancient-egypt</a></p>	<p>How coding is implemented as a program on digital devices; and that programs execute by following precise and unambiguous instructions ESafety</p>	<p>Researching a topic/location, Google Earth Understanding and creating algorithms Create and debug simple programs ESafety Adobe Voice</p>
<p><i>Science</i></p>	<p>Forces Friction Air resistance Human body- vital organs, link to topic and mummification</p>	<p>Medicines from around the world plants and animals Habitats Construct and interpret simple food chains</p>	<p>Fossils, soils, rocks States of matter and materials Nutrition, compare and contrast diets Different food groups and how to keep healthy Look at human and other skeletons</p>

			Compare teeth from carnivore and herbivore, what damages teeth and how to look after them Solids, liquids and gases-fire Fossils
<b>The Arts</b>	Landscapes painting, warm colours Papier mache, maks making Purpose and use of sketchbooks and observational drawings Cooking- Prepare and cook a savoury dish	Making model transport Colours for moods, hot/cold and atmosphere Suitcases Create their own flag-first person to arrive in a location	Cave paintings, under the tables Printing DT- Create own Stonehenge, Build and design own fort, roundhouses Clay Cooking-on camp fire
<b>PE and Forest</b>	Gymnastics Curling and Stretching OAA Following routes and trails	Design and build a shelter Orienteering-map skills-Grafham visitor	Tool making-link to Science Making fire Athletics Games – Striking and fielding (Tennis)
<b>SMSC</b>	Judaism: What is important for Jews about being part of God’s family? Beginning and Belonging (MMR 9) Financial Capability (EW 2) Managing Risk (HSL 11)	Anti-Bullying (MMR 12) Working Together (Cit 6) Personal Safety (HSL 16) Church People: Who are the ‘Saints of God’ and why are they important?	Christian Worship: How and why are Churches different? Personal Safety (HSL 16) Healthy Lifestyles (HSL 14) Me and My Emotions (MMR 10)
<b>Maths Maths Hub- White Rose</b>	Number, Place value, Addition and Subtraction, Multiplication and Division, Measurements, Fractions, Geometry and Statistics Taught through Fluency, Reasoning, Problem Solving		
<b>OUTDOOR LEARNING</b>	Fitzwilliam Museum, Cambridge  Pantomime	PLAY	Flag Fen, Peterborough Fire outside in forest area Granny Cochrane visiting