



**Danbury Park Community Primary School**  
**Key Stage 2 Long Term Curriculum Map**  
**Class Eider (Year 3) 2019-2020**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Theme</b>	<b>Viking Raiders and Traders</b>	<b>Viking Raiders and Traders</b>	<b>An Island Nation</b>	<b>An Island Nation</b>	<b>Save Our Planet</b>	<b>Save Our Planet</b>
<b>English</b>	Stories with familiar settings Non-Chronological reports Language Play	Myths and Legends Recounts (newspaper reports)	Adventure stories Shape poetry and calligrams Information Texts	Traditional Tales - alternative versions Explanations	Writing and performing a play Instructions	Persuasion Authors and letters Poems to perform
<b>Maths</b>	Place value Addition and subtraction	Multiplication and division	Multiplication and division Money Statistics	Length and perimeter Fractions	Properties of shapes Fractions	Mass and capacity Time
<b>Science</b>	<b>Working Scientifically</b> Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Understand how shadows are formed and how they change through the day.	<b>Working Scientifically</b> Take measurements and record results. Compare how things move on different surface. Explore different kinds of magnetic forces and how magnets react to each other.	<b>Working Scientifically</b> Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Compare, describe and group different rocks. Describe what fossils are.	<b>Working Scientifically</b> Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Compare, describe and group different rocks. Describe what fossils are.	<b>Working Scientifically</b> Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Explore local habitats and recognise how habitats can change and the impact on living things.	<b>Working Scientifically</b> Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Group and classify living things in a variety of ways.
<b>Computing</b>	Learn how to be safe and responsible online. Capture, insert and edit text, images, photographs and videos. Use digital media as a form of art Use the Internet to research.	Use digital sensors to measure different things. Capture, insert and edit text, images, photographs and videos. Present work using word processing software.	Learn how to be safe and responsible online. Manipulate images.	Create story boards including recording and editing audio and video files.	Learn how to be safe and responsible online. Record instructions to control simple avatars using online programming games. Use simple algorithms to change instructions.	Use range of media to create own presentations including sound and pictures. Use database software to create graphs and charts.



	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
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<b>History</b>	Begin to ask their own questions about why the Vikings came to Britain.	Understand how the Vikings had an impact on life in Britain today.	Understand how ships and seafaring have changed over time. Understand how the country has changed over time.	Consider how seafarers (including pirates) have been represented in history. Use a variety of sources as evidence and draw conclusions about life in the past.	<i>Not covered this term.</i>	
<b>Geography</b>	Name the countries of the UK. Locate Northern/Southern Hemispheres, Tropics of Cancer and Capricorn. Use maps, atlases, globes and digital/computer mapping. Compare a region of the UK with a region in Europe.	Name of countries, mountains, deserts in Europe. Name the countries of the UK. Use maps, atlases, globes and digital/computer mapping. Use fieldwork to observe and measure human and physical features in the local area.	Name and locate the world's seven continents and five oceans. Name the countries of the UK. Locate Northern/Southern Hemispheres, Tropics of Cancer and Capricorn. Use maps, atlases, globes and digital/computer mapping.	Name and locate counties of the United Kingdom. Use 8 points of a compass and 2 figure grid references. Use maps, atlases, globes and digital/computer mapping.	Describe and understand biomes. Know the climate regions of North and South America. Locate Brazil and the Amazon Rainforest. Use 8 points of a compass and 2 figure grid references. Use maps, atlases, globes and digital/computer mapping.	Research and explain key features of the rainforest and other climate zones in Europe and South America. Locate Brazil and the Amazon Rainforest. Describe and understand volcanoes and earthquakes. Use maps, atlases, globes and digital/computer mapping.
<b>Art &amp; Design</b>	Use sketchbooks to record visual information. Sketch to create texture. Investigate the effect of light and shadow. Use digital media as a form of art. Adapt and improve work.	Use sketchbooks to record visual information. Explore different techniques for stitching designs onto fabric. Adapt and improve work.	Use sketchbooks to record visual information. Sketch to create texture. Experiment with different grades of pencil and other implements to create lines and marks. shapes.	Use sketchbooks to record visual information. Use papier mache to create a simple 3D object. Construct a simple base for extending and joining other	Use sketchbooks to record visual information. Develop proficiency in painting and collage through studying the work of Henry Rousseau. Comment on similarities and differences between	Use sketchbooks to record visual information. Create repeating patterns when printing. Print with two colour overlays. Adapt and improve work.



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			Use digital media as a form of art Adapt and improve work		their own and others' work Adapt and improve work	
<b>Design Technology</b>	<b>Viking longship</b> Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Measure, mark, cut out and shape a range of materials. Join and combine components. Reflect on progress and how to improve.	<b>Christmas enterprise</b> Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Measure, mark, cut out and shape a range of materials. Join and combine components. Reflect on progress and how to improve.	<b>Coin mould making</b> Generate, develop and explain idea for products to meet needs. Join and combine components. Reflect on progress and how to improve.	<b>Puppet making</b> Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Measure, mark, cut out and shape a range of materials. Join and combine components. Reflect on progress and how to improve.	<b>Recycled plastic project</b> Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Use simple cooking techniques to prepare a healthy snack. Reflect on progress and how to improve.	<b>Food project</b> Use simple cooking techniques to prepare a healthy snack. Reflect on progress and how to improve.
<b>Music</b>	Create music inspired by characters from Viking stories and legends Start to learn about notation using rhythm patterns.		Study some music about the sea, including orchestral works and folk song. Compose music inspired by the sea.		Study music from the region of Bali and Indonesia. Create a traditional gamelan . Add instruments to create effects.	
<b>PE</b>	<b>Outdoors</b> Throwing and catching, invasion games (tag rugby)  Through dance learn how to improvise freely individually and with a partner. Use appropriate dance vocabulary.	<b>Outdoors</b> Team games, developing skills of attacking and defending (Football)  Develop flexibility and strength through gymnastics.	<b>Outdoors</b> Team games, ball control using a stick (hockey)  Use increasing range of gymnastics movements to sequence own routine.	<b>Outdoors</b> Throwing and catching skills, team games (netball/basketball)  Use creativity and rhythm to create dance sequences in response to music.	<b>Outdoors</b> Athletics  Swim at least 25 metres. Use a range of strokes effectively. Life-saving skills	<b>Outdoors</b> Athletics  Fielding and batting skills, team games (cricket)  Use increasing range of gymnastics movements to sequence own routine.



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<b>RE</b>	HINDUISM: Worship	CHRISTIANITY: Church buildings CHRISTIANITY: The importance of Jesus	JUDAISM: The Torah and its Stories	CHRISTIANITY: Christian rites of passage: CHRISTIANITY: Events recalled during Holy Week	ISLAM: The Qur'an and the Mosque	CHRISTIANITY: Research project: Life of a well-known Christian
<b>PSHEe &amp; C</b>	Understand what positively and negatively affects their physical, mental and emotional health.	Understand how to make informed choices.	Learn that differences and similarities between people arise from a number of factors.	Realise the nature and consequences of discrimination, teasing, bullying and aggressive behaviours.	Research, discuss and debate topical issues, problems and events that are of concern to them and offer their recommendations to appropriate people.	Research, discuss and debate topical issues, problems and events that are of concern to them and offer their recommendations to appropriate people.
<b>Languages French</b>	<b>Unit 13 - On y va!</b> In this unit children learn to name some French-speaking countries and some towns in France. They learn the days of the week and some phrases about the weather. They will learn songs and rhymes to help them remember new vocabulary. They will be able to write dates and using the verb 'aller' as well as preposition for mode of transportation (en, a).	<b>Unit 8 - L'argent de poche</b> In this unit children gain confidence in manipulating numbers and learn further expressions for likes and dislikes. They begin to learn about the euro. They prepare and perform an advert for a toy.	<b>Unit 9 - Raconte-moi une histoire</b> In this unit children will work on sounds and spellings. They continue to gain confidence in manipulating numbers. They learn some common adjectives and revise how to make simple feminine agreements. The unit is based on a simplified version of the story of Sleeping Beauty.	<b>Unit 10 - Vive le sport</b> Children will learn the names for some sports. They learn the names of some food and drinks associated with healthy and unhealthy lifestyles. They revise the days of the week and learn to say what activities they do on particular days.	<b>Unit 11 - La Carnaval des Animaux</b> Children will learn about animals, how to describe them and characterised them by music, talk about their habitats. They will learn to tell the time, asking and answering questions and adjectives agreement.	<b>Unit 12 - Quel temps fait-il?</b> Children will learn phrases about the weather and how to say the temperature. Aesop's fable Le Vent et le Soleil is used as a text. Children learn the names of some common clothing and relate these to the weather. They learn to say the date.