

## Danbury Park Community Primary School Key Stage 2 Long Term Curriculum Map Class Eider (Year 3) 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	Stone Age	Stone Age	Viking - Raiders	Viking - Raiders	Save Our	Save Our Planet
	What was the	What impact did	and Traders	and Traders	Planet	What impact has
	Stone Age like?	the Stone Age	Where did the	Were the	Why do we ned	human activity
		have on future	Vikings come	Vikings 'raiders'	to save our	had on our planet?
		civilisations?	from?	or 'traders'?	planet?	
English	Narrative (adventure) Instructions Chronological Reports	Information Texts Instructions Language Play	Traditional Tales Plays	Myths and Legends Information Texts	Recounts Reports Narrative	Persuasion Letters Performance Poetry
Maths	Place value Addition and subtraction	Multiplication and division	Place Value Multiplication and division Length and perimeter	Length and perimeter Cont Fractions Mass	Place Value Mass Fractions Money and Time	Shape and Geometry Multiplication and Division Statistics
Science	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Light and Shadows Understand how shadows are formed and how they change through the day.	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Rocks and Soils Compare, describe and group different rocks. Describe what fossils are.	Working Scientifically Take measurements and record results. Forces and Magnets Compare how things move on different surface. Explore different kinds of magnetic forces and how magnets react to each other.	Working Scientifically Take measurements and record results. Forces and Magnets Compare how things move on different surface. Explore different kinds of magnetic forces and how magnets react to each other.	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Animals and their Habitats Explore local habitats and recognise how habitats can change and the impact on	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Animals and their Habitats Group and classify living things in a variety of ways. Animals, including humans
					and the impact on living things. <b>Teeth</b>	identify that animals, including humans, need the right types and



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					Identify the different types of teeth in humans and their simple functions	amount of nutrition, and that they cannot make their own food; they get
Computing	Learn how to be safe and responsible online. Use simple algorithms to create instructions. To debug work, including algorithms.	Learn how to be safe and responsible online. Present work using word processing software. Use the Internet to research. Use digital media as a form of art.	Learn how to be safe and responsible online. Use simple algorithms to create instructions. To debug work, including algorithms. Use the Internet to research.	Learn how to be safe and responsible online. To present work using digital visual media.	Learn how to be safe and responsible online. Use a range of media to create own presentations including sound and pictures. Use the Internet to research.	Use simple algorithms to create instructions. To debug work, including algorithms. To present work using a range of software.
History	Use a variety of sources as evidence and draw conclusions about life in the past: Pre-Stone Age, then the Stone Age itself.	Explore the impact of the Stone Age on later life. Make comparisons with life in another historical period.	Understand how the country has changed over time. Begin to ask their own questions about why the Vikings came to Britain.	Research and find out about lifestyle, settlements, the impact on life in Britain at that time and beyond.	Not cover	red this term.
Geography	Name the countries of the UK. 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.	Name and locate the world's seven continents and five oceans. Name the countries of the UK. Locate Northern/ Southern Hemispheres, Tropics	Use 8 points of a compass and 2 figure grid references. Use maps, atlases, globes and digital/computer mapping. Use fieldwork to observe and measure	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.	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.



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			of Cancer and Capricorn Use maps, atlases, globes and digital/computer	human and physical features in the local area.	Use maps, atlases, globes and digital/computer mapping.	Use maps, atlases, globes and digital/computer mapping.
Art & Design	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 Consolidate skills learned in Autumn 1. Children to create 'Cave Art'.	mapping. 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 digital media as a form of art Adapt and improve work	Use sketchbooks to record visual information 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 their own and others' work Adapt and improve work	Use sketchbooks to record visual information Create repeating patterns when printing. Print with two colour overlays Adapt and improve work Use papier mache to create a simple 3D object
Design Technology	Explore different techniques for stitching designs onto fabric. Children design and make a garment suitable for a person living in Stone Age times. Adapt and improve work.	Christmas enterprise 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.	Coin making Generate, develop and e to meet needs. Join and combine compo Reflect on progress and Viking longship Generate, develop and e to meet needs. Select appropriate tools	nents. how to improve. xplain idea for products	Recycled plastic project Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Use simple cooking techniques to	Food project Use simple cooking techniques to prepare a healthy snack. Reflect on progress and how to improve.



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		Join and combine components. Reflect on progress		Measure, mark, cut out and shape a range of materials. Join and combine components.		
		and how to improve.	Reflect on progress and	now to improve.	and how to improve.	
Music	Composition, rhythm, singing		<b>Composition, listening and appraising, singing</b> Create music inspired by characters from Viking		Listening and appraising, composer study Study music of Bali and Indonesia.	
	Discuss how music begins with rhythm.		stories and legends		Create music inspired by a traditional gamelan	
	Start to learn about notation using rhythm patterns.		Study music inspired by the sea, including orchestral works and folk song		Add instruments to create effects.	
	Learn a song about the Stone Age		Learn songs for KS2 Spring Celebration		Composer study- <b>Beethoven's</b> Fifth Symphony Composer of the Month	
	Learn songs for KS2 Christmas production		Composer of the Month			
	Composer of the Month		Singing Assembly		Singing Assembly	
	Singing Assembly					
PE	Through dance learn how to improvise freely individually and	Develop flexibility and strength through gymnastics.	Use increasing range of gymnastics movements to	Use creativity and rhythm to create dance sequences in	Develop bat, ball and coordination skills.	Through practice of athletics, become proficient in the skills
	with a partner. Use appropriate dance	Develop confidence in	sequence own routine.	response to music.	Swim at least 25 metres.	required to participate in sports day.
	vocabulary.	controlling the ball.	Develop confidence in controlling the ball.	Develop confidence in controlling the ball.	Use a range of strokes effectively.	
	Develop confidence in controlling the ball.					



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RE	HINDUISM: Worship Features of a mandir	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
PSHE	Relationships		Living in the Wider World		Health and Wellbeing	
	What makes a family; features of family life		The value of rules and laws; rights, freedoms		Health choices and habits; what affects	
	Personal boundaries; safely responding		and responsibilities		feelings; expressing feelings	
	to others; the impact of hurtful behaviour		How the internet is used; assessing information		Personal strengths and achievements; managing	
	Recognising respectful behaviour; the		online		and reframing setbacks	
	importance of self-respect; courtesy and being		Different jobs and skills; job stereotypes;		Risks and hazards; safety in the local	
	polite		Setting personal goals		environment and unfamiliar places	
Languages	Unit 9 - Raconte-moi	Unit 10 - Vive le	Unit 11 - La Carnaval	Unit 18 - Au parc	Unit 13 - En route	Unit 14 - Notre école
French	une histoire	sport	des Animaux	d'attractions	pour l'école	In this unit children
	In this unit children	Children will learn the	Children will learn	Children will ask and	Children say the	extend their knowledge
	will work on sounds and	names for some	about animals, how to	answer questions	alphabet in French	of places around the
	spellings. They	sports. They learn the	describe them and	about rides at a theme	and continue to gain	school and learn to talk
	continue to gain	names of some food	characterised them by	park. They gain	confidence in using	about everyday
	confidence in	and drinks associated	music, talk about their	confidence in	numbers. They earn	routines and subjects
	manipulating numbers.	with healthy	habitats. They will	manipulating numbers	how to understand	studied during the
	They learn some	, and unhealthy	learn to tell the time,	to 100. They create a	and use the names for	school day. They revise
	common adjectives and	lifestyles. They revise	asking and answering	short text to describe	places in the local	telling the time to the
	revise how to make	the days of the week	auestions and	a visit to a theme park	area. They follow and	hour and extend this to
	simple feminine	and learn to say what	adjectives agreement.	and say what they	give directions and	using half-hours and
	agreements. The unit	activities they do on	5 5 6	thought about the	they describe their	quarter past.
	is based on a	particular days.	Language	rides.	route to school. They	
	simplified version of		Giving a simple		learn some simple	Language
	the story of Sleeping	Language:	description		strategies for	Making statements
	Beauty.			Language		using the present tense



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	Language Instructions Numbers in multiples of 10 up to 100 Imperative form: vous Adjectives: masculine and feminine singular agreement Phonic focus: r, an	Make simple statements Questions: Qu'est-ce que? Faire: je fais, tu fais Jouer au (+sport) Faire du/de la/de l' (+sport)	(of animals and habitats) Telling the time on the hour Asking and answering simple questions Adverbs: formation with -ment Use of l' before a vowel Phonic focus: revision of ou.	Making statements with reference to the past Expressing an opinion with an explanation	keeping the conversation going. Language Describe a journey Simple direction Using strategies to keep a conversation going The alphabet Adverbial time phrases Il y a	Making statements with reference to the past Half-past, quarter past, 24 hour notation