Whole school curriculum overview – Year 3

	Term 1A	Term 1B	Term 2A	Term 2B	Term 3A	Term 3B
Science	Environmental Science: Recycling	Light and sound: Experimenting with light	Animals inc. humans: Healthy eating	Forces: Forces and magnets	Materials: Properties	Living things: Plants Seeds bulbs and growing needs
Geography	UK and map work: UK cities	UK and map work: Route planning	Our World: Countries	Our World: Countries	Focused study: Rainforest	Focused study: Rainforest
History	British History: Stone Age	British History: Romans	British History: Tudors	British History: Tudors	Through the ages: British Monarchs and the current Monarchy	Through the ages: British Monarchs and the current Monarchy
PE	Throwing and Catching Skills: Basketball	Footwork and floor skills: Football	Team Games: Basketball/Football	Track Events: Long distance/Cross country	Field Events: Jumping events	Net/Wall & Striking and fielding games: Rounders
Art	Painting: Colour mixing	Textiles: Fabric printing	Drawing: Still life	D.T: Picture frames	3D Art: Modelling (other mediums)	Artist study and modern artists: Monet

RE	Islam: Prayer at home	Christianity: Christmas	Christianity: Jesus' Miracles	Christianity: Easter: Forgiveness	Islam: Community & Belonging	Islam: Hajj
Computing	Coding: Hour of code	Digital age: Creating and Animation	Online Safety: Overview	Internet use: How the internet works	Office: Intro to Word	E-books: Information books
PSHE	Rights and responsibilities: Gifts and talents, happy playtimes, having opinions	Own goals: Differences: male and female, personal space, feeling happy	Making good choices: Anti-bullying, E- safety	Identity: Feeling good about yourself, standing up for yourself	Anti-bullying: Taking responsibility, managing feelings, loss	Team players: Jobs at home and at school, voting and debating, fund raising
MFL (French)	Introductions: Greetings/Names	Culture: Events/Occasions/ colours/animals	Numbers: Classroom/Age	Calendar/Seasons: Days and Months	Preferences: Likes & Dislikes	School: Objects & Vocabulary