

## Year 3 Curriculum Map 2018 –19

	<b>Term 1</b> Passport to Italy	<b>Term 2</b> Magical Magnets	<b>Term 3</b> World War Two	<b>Term 4</b> Amazing Animals	<b>Term 5</b> All About Chinnor	<b>Term 6</b> Awesome Egyptians
Value	Creativity	Peace	Trust	Compassion	Justice	Hope
Key Skills	<b>Empathy</b> <b>Self-Awareness</b>	<b>Enquiry</b> <b>Social Skills</b>	<b>Motivation</b> <b>Creativity</b>	<b>Managing</b> <b>Feelings</b>	<b>Evaluation</b>	<b>Evaluation</b>
<b>Literacy /</b> <b>Storytelling</b>	Information texts Stories from other cultures.	Stories from imaginary worlds *Fantastic Mr Fox	*Adventure/mystery Performance poetry	Dialogue/plays Language play *Authors and letters	Instructions *Fairytale	Myths and legends *Egyptian myth Shape Poetry
<b>Maths</b>	Number, place value, addition and subtraction	Addition and subtraction, multiplication and division	Number, multiplication and division, money, statistics	Measurement, length and perimeter, number, fractions	Number fractions, measurement, time	Geometry, property of shapes, measurement, mass and capacity
<b>PSHCE</b> <b>SEAL</b>	New Beginnings	Getting On & Falling Out	Going for Goals	Good To Be Me	Relationships	Changes
<b>Science</b> <b>QCA</b>	Rocks	Forces	Science investigation	Animals including humans	Plants	Light
<b>History</b> <b>QCA</b> <b>LCP</b>			Battle of Britain	Battle of Britain	Local history	Ancient Egypt
<b>Geography</b> <b>QCA</b>	Passport to the world	Coasts			Investigating our local area	
<b>Art</b> <b>QCA</b>	Art around the world		Art show: Flight	Art related to world war two	Matisse and portraits	
<b>DT</b> <b>QCA</b>		Picture Frame Soup and rolls				Moving monster Pneumatic toy
<b>RE</b> <b>School</b>	Hinduism (Divali)	Christianity (Christmas)	Christianity (Healing of Jesus)	Christianity (Easter)	Hinduism (Hindu gods)	Hinduism (River Ganges)
<b>PE</b> <b>LCP</b>	Swimming	Gymnastics	Country Dancing	Invasion games	Swimming	Swimming
<b>Music</b> <b>LCP</b>	Violin	Production	Violin	Violin	Violin	Violin
<b>Computing</b> <b>School</b>	Programming and animation.	Computer networks	Videoining Performances	Communication on the internet	Debugging	Computational thinking
<b>Music / E</b>	<b>Term 1</b>	<b>Christmas</b>		<b>WASC (T)</b>	<b>Chinnor</b>	<b>Chinnor Hill</b>