

## Portswood Primary School- Year 3 Curriculum Map – 2024 - 2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><b>English</b></p> <p><b>Phonics and Reading Scheme</b></p> <p><b>Maths</b></p>	<p><b>Writing to Entertain</b></p> <p><b>Novel - Bear and the Piano- David Litchfield</b>  <b>Novel – Leon and the Place in Between</b></p> <p>Setting Description</p> <p>Poetry – reading a range of local area poems. Exploring language, understanding how to perform poetry, learn a poem by heart. Writing own poem</p>	<p><b>Writing to inform</b></p> <p><b>Alternative Fairytales</b></p> <p>Novel – The True Story of the Three Little Pigs  Novel – Fairytales, The Villains Version</p> <p>Newspaper report – The Three Little Pigs</p> <p>Auto-Biography – The Wickedest witch</p>	<p><b>Writing to Persuade</b></p> <p><b>History focus – The Ancient Greeks</b></p> <p>Persuasive letter – King Midas to the Saytr</p> <p>Persuasive advert – Join Theseus</p>	<p><b>Writing to Inform</b></p> <p><b>History focus – The Ancient Greeks</b></p> <p><b>Novel study – Leo and the Gorgon's Curse</b></p> <p>Non-chronological reports – mythical beasts</p> <p>Instructions – How to Tame</p>	<p><b>Writing to Entertain</b></p> <p><b>History focus – Stone Age</b></p> <p><b>Novel study –Stone Age Boy</b>  <b>Non Fiction – The Stone Age</b></p> <p>Diary entry</p> <p>Warning Story</p>	<p><b>Writing to Entertain</b></p> <p><b>Novel Study – Journey</b></p> <p>Narrative – portal story</p>
	<p>Little Wandle</p> <p>Little Wandle phonics or fluency</p>	<p>Little Wandle</p> <p>Little Wandle phonics or fluency</p>	<p>Little Wandle</p> <p>Little Wandle phonics or fluency</p>	<p>Little Wandle</p> <p>Little Wandle phonics or fluency</p>	<p>Little Wandle</p> <p>Little Wandle phonics or fluency</p>	<p>Little Wandle</p> <p>Little Wandle phonics or fluency</p>
	<p>Number and Place value – HTO 's - what does each digit represent. Find 10/100 more or less. Comparing, ordering numbers to 1000. Solve problems.</p> <p>Addition and Subtraction – add/subtract numbers mentally with up to 3 digits and using formal written methods. Solve a mixture of word and missing number problems..</p> <p>Times – roman numerals, tell and write the time from a digital clock. Convert time from analogue to digital. Know number of seconds in a minute, day in month, year and leap year.</p>	<p>Time – roman numerals, tell and write the time from a digital clock. Convert time from analogue to digital. Know number of seconds in a minute, day in month, year and leap year. Word problems</p> <p>Multiplication and division– 3, 4, 8 times tables. Multiply and divide numbers mentally and with up to 3 digits using formal written methods. Solve problems</p> <p>Measurement - length, compare, add and subtract lengths – m, cm, mm. Solve problems.</p> <p>Statistics – link to DT – interpret bar charts, pictograms and tally charts. Present data.</p>	<p>Place Value – read and write numbers to 1,000. Estimate numbers</p> <p>Multiplication and division - Multiply and divide numbers mentally and with up to 3 digits using formal written methods. Solve problems</p> <p>Fractions – fractions of a shape, count up and down in tenths, compare and order unit fractions and with same denominator, add and subtract fractions with the same denominator, solve fraction problems</p> <p>Geometry – properties of 2D shape, angles, turns, Perimeter or 2d shapes. Positive integer scaling problems. Name and recognise 3d shapes</p>	<p>Addition and Subtraction - add/subtract numbers mentally with up to 3 digits and using formal written methods. Solve problems</p> <p>Money – showing totals of amounts, adding money, subtracting money</p> <p>Multiplication and division - Multiply and divide numbers mentally and with up to 3 digits using formal written methods. Solve problems</p> <p>Measurement – mass – measure, compare, add and subtract mass – kg and g. Solve problems.</p> <p>Respond to need of cohort</p>	<p>Number and Place value – HTO 's - what does each digit represent. Find 10/100 more or less. Comparing, ordering numbers to 1000. Solve problems</p> <p>+, -, x, /</p> <p>Mental methods, solve a mixture of word problems</p> <p>Geometry – properties of shape - properties of 2D shape, angles, turns, different orientations Perimeter or 2d shapes. Positive integer scaling problems. Name and recognise 3d shapes</p> <p>Measurement – capacity, measure, compare, add and subtract volume/capacity – ml, l</p>	<p>Measurement – time - Know number of seconds in a minute, day in month, year and leap year. roman numerals, tell and write the time from a digital clock. Compare durations of events</p> <p>Fractions - compare and order unit fractions and with same denominator, add and subtract fractions with the same denominator, recognise, show, use diagrams, equivalent fractions with small denominators.</p> <p>Measurement – Money – show amounts of money, add money, subtract amounts of money, investigation.</p> <p>Measurement – length, mass and capacity, compare, add and subtract lengths – m, cm, mm. Solve problems.</p>

<p><b>Science</b></p> <p><b>Computing</b></p> <p><b>History</b></p> <p><b>Geography</b></p> <p><b>Art</b></p> <p><b>DT</b></p> <p><b>RE</b></p> <p><b>PSHE</b></p> <p><b>PE and Games</b></p> <p><b>Music</b></p> <p><b>MFL French</b></p>					Statistics - interpret bar charts, pictograms, tables and tally charts. Decide, collect, Present data.	Statistics - interpret bar charts, pictograms, tables and tally charts. Decide, collect, Present data.
	Animals including humans	Rocks	Forces and Magnets	Forces and Magnets	Plants	Light
	Digital Literacy - E- safety ICT – Email and The Internet	Computer Science – Go with the flow – Understanding algorithms and Bee bots	Computer Science – Scratch – Crab Amazing	Computer Science – Scratch – Crab Amazing	ICT – databases – branching and 2 investigate	ICT – Multimedia -Presenting - PPP
			Ancient Greece	Ancient Greece	Changes in Britain from the Stone Age to the Iron Age	
	SPS Our Place in the World Digital/computer Mapping	Settlements				DP World: Understanding Southampton Docks (local area)
	Textiles Rainbow Fish Weaving	Drawing Portraits	Collage Imaginary monsters.	Clay/Sculpture	Printing	Painting
		Sandwiches		Moving Monsters		Picture Frames
	<b>Devotion</b> Hindu Gods	<b>Journeys</b> Flight from Egypt	<b>Good and Evil</b> Holi	<b>Belief</b> Key events of Holy Week	<b>Sacred Places</b> Christian and Hindu	<b>Rites of Passage</b> Christian & Hindu
	New Beginnings	Belonging to a group	Going for goals	Looking after ourselves	Friends	Changes from the past and in the future
	Basketball Gymnastics	Create a Game Circuits	Rugby Greek Monsters/ Heroes Dance	Volleyball Greek Olympics	Rounders Rhythmic Gymnastics	Outdoor adventure activities Athletics
	In 2 Music	In 2 Music	In 2 Music	In 2 Music	In 2 Music	In 2 Music
	Greetings, classroom phrases, colours, je m'appelle numbers 1,2,3,	Numbers 4,5,6 Joyeux Noel	Alphabet Vowels /consonants Numbers 7-10 Adverbs vite/ lentement	Classroom objects Qu'est-ce que c'est?	Simple clothes, days of week, numbers to 20	Revision days Numbers to 30 Speech marks in texts