Portswood Primary School- Year 3 Curriculum Map – 2023 - 2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	**Geography focus- Our place in the world.** Bear and the Piano- David Litchfield Settings –links to geography reading city and sea settings, exploring language, roleplay, planning and writing a city/sea setting. Poetry – reading a range of local area poems. Exploring language, understanding how to perform poetry, learn a poem by heart. Writing own poem	**Non-fiction – newspaper** Read a range of newspapers Retrieve information from the newspapers Summarise sections of the newspaper Plan newspaper article and section the information. Persuasive texts – link to DT – sandwiches. Read persuasive texts, explore language, persuade the dinner lady to include our sandwiches on the menu. Plan, write, edit and review a letter to the dinner. Understand instruction texts, explore language, plan, write, edit and review - how to make sandwiches.	**History focus – The Ancient Greeks** Myths and Legends – using a variety of Greek Myths. Read myths, story map, compare versions. Discover personal responses to myths. Plan, write, edit and review diary and letter writing. Myths and Legends – Recount story in role as one of the characters.	**History focus – The Ancient Greeks** **Novel study – The Iron Man** Non-chronological reports – links to Greeks - features of, plan, write a non-chronological report about the Olympics and Ancient Greece. Narrative story – suspense – using The Iron Man plan, write, edit and review a new story	**History focus – Southampton maritime and WW2 - local history** **Novel study – Friend or Foe** Friend of Foe by Michael Morpurgo – character descriptions, diary writing leading to planning, writing and editing own story	**History focus – Southampton maritime and WW2 - local history** Letter home in role as an evacuee. Instructions – links to DT picture frames. Read a range of instructional texts. Plan, rehearse, write and instruction text. Writing a presentation about being in Year 3 to Year 2 children.
Phonics and Reading Scheme	Letters and Sounds Bug Club, Oxford Reading Tree (Biff and Chip and Project X), Rigby Star, Collins Big Cat.	Letters and Sounds Bug Club, Oxford Reading Tree (Biff and Chip and Project X), Rigby Star, Collins Big Cat.	Letters and Sounds Bug Club, Oxford Reading Tree (Biff and Chip and Project X), Rigby Star, Collins Big Cat.	Letters and Sounds Bug Club, Oxford Reading Tree (Biff and Chip and Project X), Rigby Star, Collins Big Cat.	Letters and Sounds Bug Club, Oxford Reading Tree (Biff and Chip and Project X), Rigby Star, Collins Big Cat.	Letters and Sounds Bug Club, Oxford Reading Tree (Biff and Chip and Project X), Rigby Star, Collins Big Cat.
Maths	Number and Place value – HTO 's - what does each digit represent. Find 10/100 more or less. Comparing, ordering numbers to 1000. Solve problems. Addition and Subtraction – add/subtract numbers mentally with up to 3 digits and using formal written methods. Solve a mixture of	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 Multiplication and division– 3, 4, 8 times tables. Multiply and divide numbers mentally and with up to 3	Place Value – read and write numbers to 1,000. Estimate numbers Multiplication and division - Multiply and divide numbers mentally and with up to 3 digits using formal written methods. Solve problems Fractions – fractions of a shape, count up and down in tenths, compare and order unit fractions and with	Addition and Subtraction - add/subtract numbers mentally with up to 3 digits and using formal written methods. Solve problems Money – showing totals of amounts, adding money, subtracting money Multiplication and division - Multiply and divide numbers mentally and with up to 3	Number and Place value – HTO 's - what does each digit represent. Find 10/100 more or less. Comparing, ordering numbers to 1000. Solve problems +,-,x,/ Mental methods, solve a mixture of word problems Geometry – properties of shape - properties of 2D	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 Fractions - compare and order unit fractions and with same denominator, add and subtract fractions with the same denominator, recognise, show, use diagrams, equivalent

	word and missing number problems.. 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.	digits using formal written methods. Solve problems Measurement - length, compare, add and subtract lengths – m, cm, mm. Solve problems. Statistics – link to DT – interpret bar charts, pictograms and tally charts. Present data.	same denominator, add and subtract fractions with the same denominator, solve fraction problems Geometry – properties of 2D shape, angles, turns, Perimeter or 2d shapes. Positive integer scaling problems. Name and recognise 3d shapes	digits using formal written methods. Solve problems Measurement – mass – measure, compare, add and subtract mass – kg and g. Solve problems. Respond to need of cohort	shape, angles, turns, different orientations Perimeter or 2d shapes. Positive integer scaling problems. Name and recognise 3d shapes Measurement – capacity, measure, compare, add and subtract volume/capacity – ml, l Statistics - interpret bar charts, pictograms, tables and tally charts. Decide, collect, Present data.	fractions with small denominators. Measurement – Money – show amounts of money, add money, subtract amounts of money, investigation. Measurement – length, mass and capacity, compare, add and subtract lengths – m, cm, mm. Solve problems. Statistics - interpret bar charts, pictograms, tables and tally charts. Decide, collect, Present data.
Science	Animals including humans	Rocks	Forces and Magnets	Forces and Magnets	Plants	Light
Computing	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
History			Ancient Greece	Ancient Greece	Southampton - 1.Local maritime Southampton A local history study	
Geography	SPS Our Place in the World Digital/computer Mapping	Settlements				DP World: Understanding Southampton Docks (local area)
Art	Textiles Rainbow Fish Weaving	Drawing Portraits	Collage Imaginary monsters.	Clay/Sculpture	Printing	Painting
DT		Sandwiches		Moving Monsters		Picture Frames
RE	**Devotion** Hindu Gods	**Journeys** Flight from Egypt	**Good and Evil** Holi	**Belief** Key events of Holy Week	**Sacred Places** Christian and Hindu	**Rites of Passage** Christian & Hindu
PSHE	New Beginnings	Belonging to a group	Going for goals	Looking after ourselves	Friends	Changes from the past and in the future
PE and Games	Basketball Gymnastics	Create a Game Circuits	Rugby Greek Monsters/ Heroes Dance	Volleyball Greek Olympics	Rounders Rhythmic Gymnastics	Outdoor adventure activities Athletics
Music	In 2 Music	In 2 Music	In 2 Music	In 2 Music	In 2 Music	In 2 Music

MFL French	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