

BARNES PRIMARY SCHOOL CURRICULUM MAP YEAR GROUP: 3

		AUTUMN		SPRING		SUMMER		
	THEME	Title of Learning Theme Richmond Park: Deer, Walls and Kings			Title of Learning Theme Prehistory: The Stone Age and Beyond		Title of Learning Theme Romans	
CORE CURRICULUM	ENGLISH	Richmond Park: Texts studied: Mufaro's Beautiful Daughters John Steptoe The Children of Lir Sheila MacGill-Callahan Writing outcomes: 1.Newspaper article 2.Letter 3.Non-chronological report — linked to Science topic (Living Things and Their Habitats)	Texts studied: The Happy Prince Oscar Wilde Christmas poetry Writing outcomes: Description Narrative Park theme topic.	• The Duff Writing of 1. Diary 6 2. Advert	Idied: Porcupine Roald Dahl Princess's Blanket Carol Ann fy Dutcomes: entry tisement	Texts studied: The Princess's Blanket Carol Ann Duffy (continued) Writing outcomes: Narrative Persuasive letter Further texts: The Shrinking of Tree Horn	Texts studied:	Texts studied: The Tale of Despereaux Kate DiCamillo Writing outcomes: 1.Persuasive Speech 2. Play script – linked to Roman topic (history)
				Parry Hei	_	Florence Parry Heide	Van Allsburg	

MATHS

Place Value and Number

- count from 0 in multiples of 4, 8, 50 and 100
- find 10 or 100 more or less than a given number
- recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- compare and order numbers up to 1000
- identify, represent and estimate numbers using different representations
- read and write numbers up to 1000 in numerals and in words
- solve number problems and practical problems involving these ideas
- use larger numbers to at least 1000, applying partitioning related to place value using varied and increasingly complex problems, building on work in year 2 (for example, 146 = 100 + 40 and 6, 146 = 130 + 16)

Addition and subtraction

- add and subtract numbers mentally, including: a threedigit number and ones
 a three-digit number and
- a three-digit number and hundreds

Times Tables Tests

- work on fluency and speed

Addition and subtraction

- add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction
- Use a bar model to represent two or more parts and a whole
- estimate the answer to a calculation and use inverse operations to check answers - solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction

Multiplication and Division

- understand multiplication as repeated addition
- double and halving
- multiply by 10
- recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Times Tables Tests

work on fluency and speed

Multiplication and Division

- reading, making and drawing arrays - develop efficient mental methods, for example, using commutativity and associativity (for example, 4 × 12 × 5 = 4 × 5 × 12 = 20 × 12 = 240)
- multiply and divide numbers by factors of 10
- write and calculate mathematical statements for multiplication using the multiplication tables that they know, including two-digit numbers times one-digit numbers, using mental and progressing to formal written methods understand the link between multiplication and division
- -division as repeated subtraction on a number line
- understand worded multiplication questions
- answer correspondence problems (for example, 3 hats and 4 coats, how many different outfits?)
- write and calculate mathematical statements for division using the multiplication tables that they know, including two-digit numbers times one-digit numbers, using mental and progressing to formal written methods -formal written methods of multiplication and division (grid method)

Statistics

- interpret and present data using bar charts, pictograms and tables
- solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.

Measure: Money

- add and subtract amounts of money to give change, using both ${\tt f}$ and p in practical contexts

Times Tables Tests

- work on fluency and speed

Measure

- understand different types of measure (capacity, mass, time, length etc.)
- -measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (I/ml) including using Roman numerals from I to XII, and 12-hour and 24-hour clocks estimate and read time with increasing accuracy to

Fractions

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 - recognise, find and write fractions of a discrete set of
- objects: unit fractions and non- unit fractions with small
- fractions with small denominators - recognise and use fractions
- as numbers: unit fractions and non-unit fractions with small denominators - recognise and show, using
- diagrams, equivalent fractions with small denominators
- add and subtract fractions with the same denominator within one whole
- compare and order unit fractions, and fractions with the same denominators
- continue to recognise fractions in the context of parts of a whole, numbers, measurements, a shape, and unit fractions as a division of a quantity.

Times Tables Tests

work on fluency and speed

Measure: Time

tell and write the time

- from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight know the number of
- know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events [for example to calculate the time taken by

Measure

- measure the perimeter of simple 2-D shapes

particular events or tasks].

Geometry

- draw and recognise 2D and 3D shapes
- recognise angles as a property of shape or a description of a turn
- identify right angles, recognise that 2 right angles make a half-turn, 3 make 3/4 of a turn and 4 a complete turn
- identify whether angles are greater than or less than a right angle
- identify horizontal and vertical lines and pairs of perpendicular and parallel lines
- measure perimeter of 2D shapes

Times Tables Tests

- work on fluency and speed

Review

- 1 week of reviewing everything we have learnt over the year.
- assessment week

Problem Solving

-use all four operations and mathematical understanding to solve problems

Times Tables Tests

- work on fluency and speed

Bio Si	nee Velue	DAD Addition on a Culturation	Dab Mariablestics and Division	Dan Franciscus	DtD Coomet:	
RtP – Pla	ace value	KtP – Addition and Subtraction	KtP – Wuitiplication and Division	KTP - Fractions	KTP – Geometry	
3NPV-1 are equi and that size of 1 identify many 10 three dig 3NPV-2 place val in three- and com decompo numbers and non partition 3NPV-3 location number number identifyi next mu	O; apply this to and work out how les there are in other git multiples of 10 Recognise the lue of each digit edigit numbers, apose and soe three-digit s using standard estandard hing. Reason about the of any threedigit in the linear system, including ng the previous and ltiple of 100 and 10.	RtP – Addition and Subtraction 3AS–1 Calculate complements to 100 3AS–2 Add and subtract up to three-digit numbers using columnar methods 3AS–3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part–part–whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction.	RtP – Multiplication and Division 3MD–1 Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.	RtP – Fractions 3F–3 Reason about the location of any fraction within 1 in the linear number system. 3F–4 Add and subtract fractions with the same denominator, within 1.	RtP – Geometry 3G–1 Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations. 3G–2 Draw polygons by joining marked points, and identify parallel and perpendicular sides.	
next mu 3NPV-4 5 and 10 read sca marked with 2, 4 parts. RtP - NL 3NF-1 S addition facts tha continue 3NF-2 R facts, an	Itiple of 100 and 10. Divide 100 into 2, 4, 0 equal parts, and les/number lines in multiples of 100 t, 5 and 10 equal umber facts ecure fluency in and subtraction at bridge 10, through ed practice ecall multiplication d corresponding					
4 and 8 itables, a products multiplic multiple corresponding and knowled additive	facts, in the 10, 5, 2, multiplication and recognise in these cation tables as s of the conding number apply place-value lige to known and multiplicative facts (scaling facts					

SCIENCE	Topic: Living things and their habitats (linked with theme)	Topic: Light	Topic: Rocks and Fossils (linked with theme)	Topic: Plants	Topic: Forces and magnets
	Key learning points: what organisms require from a habitat; identifying and classifying common plants (British trees); identifying organisms; food chains.	Key learning points: investigation of light using data logger; investigating and understanding how shadows are formed; investigating how shadows change throughout the day; understanding that light is reflected from surfaces	Key learning points: observation of rocks; comparing of features; understanding how soil is made; investigating and classifying soils; investigating the hardness of different rocks; understanding how fossils are made.	Key learning points: identifying the parts of plants and their functions; understanding how water is transported through plants; investigating factors which affect plant growth	Key learning points: investigating magnetic/non-magnetic materials; understanding the concept of 'poles'; observing and understanding how magnets attract and repel; investigating the strength of magnets
COMPUTING	Topic 1: E-safety and the com - To understand how to stay s		Spring 1 Topic 1: E-safety (dangers surrounding accepting messages online)	meeting people online)	rs surrounding talking and
	keep passwords safe	amg or comparer viruses and now to	Topic 2: Dinosaur fossil animation and programming	theme	macion mixed to noman
	Topic 2: Programming and ga Key skills developed: unders concepts including algorithms Scratch – coding; understand software	tanding of computer science	Key skills developed: understanding of computer science concepts, including, algorithms, debugging and sequencing; Scratch - coding Spring 2 Topic 1: Create a blog entry – imagine that you are alive during the	Key skills developed: To use a variety of softw devices, to design and cr accomplish given goals.	are, on a range of digital eate content that
	Trips/workshops: Trip to the London Robots (coding and	Connected Learning Centre – Lego d algorithms)	Stone Age. Linked to theme (prehistory). Key skills developed: understanding that the internet is a network of networks; effective searching; creation of mini web page/blog post; responding to online content by communicating clearly and responsibly.		

	HISTORY	Learning theme: Deer, Walls and Parks	Learning theme: Prehistory	Learning theme: Romans
		History focus: research and order the history of Richmond Park from Charles I through to 2012.	Enquiry questions: Is it true to say that Stone Age people were simple huntergatherers only interested in food and shelter? What was new about the New Stone Age? Content: significant changes from the Palaeolithic through to the Iron Age (including the Mesolithic, Neolithic and Bronze Ages). Focus upon changes in technology and the impact upon lifestyle.	Content: the expansion of the Roman Empire; reasons for the Roman invasion of Britain; Roman technology and lifestyle; how Romans cooked and dined. Key skills developed: asking questions about the past, ordering both BCE and CE dates; drawing conclusions from interpreting primary sources.
ІЗ ТНЕМЕ			Trips/workshops: Trip to the British Museum – prehistory and the Romans Trip to Butser Ancient Farm – prehistory Stone Age workshop Key skills developed: asking questions about the past, ordering both BCE and CE dates; drawing conclusions from interpreting primary sources; understanding concepts of continuity and change.	Trips/workshops: • Roman workshop
RNIN	GEOGRAPHY	Learning theme: Deer, Walls and Parks	Learning theme: Geography Day 'The Country We Live In'	Learning theme: Romans
FOUNDATION SUBJECT / LEARNING THEME	GEOGRAPHY	Enquiry question: Why did walls keep a King happy? Content: use of GIS such as google earth/maps; significant map work; fieldwork on two trips Key skills developed: Look at our local environment (the school) and how keys can be used in different ways; locate geographic features on maps of different scales; compare and similar locations and contrast their major differences (the royal parks of London); use fieldwork skills to carry out a geographic enquiry; use symbols and a key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom Trips/workshops: Trip to Richmond Park - scheduled for Summer Term	(Coastal processes) Content: To name and locate a geographical region and its identifying physical characteristic, key topographical features (coasts) and to understand how these aspects have changed over time. To understand the process of coastal erosion (how caves, arches, stacks and stumps are formed) Key skills developed: use maps, globes to locate places and describe features studied; use the eight points of a compass to build their knowledge of the United Kingdom	Content: the expansion of the Roman Empire; reasons for the Roman invasion of Britain Key Skills developed: atlas skills (locating countries within Europe; understanding the difference between settlements, counties and countries); understanding distribution of some natural resources.
	DESIGN	Content: Make an apron which is personalised and contains an	Content: To use computer-aided design software (CAD) to create a	Content: Design and create a salad using
	TECHNOLOGY	organisation pocket	package for a Roman salad.	ingredients which Romans introduced to Britain.
		Key skills developed: To design and make a purposeful, functional and appealing product based on a design criteria; understanding a design brief; solving a problem; to explore and evaluate existing products; creating a prototype; sewing and cutting skills; to evaluate their ideas and products against a design criteria	Key Skills developed: understanding a design brief; writing criteria for finished product; planning and carrying out tasks; using computer-aided design software; evaluating a finished product or design. Trips/workshops: Trip to the Design Museum	Key Skills developed: understanding a design brief; writing criteria for finished product; knife skills and safety; planning and carrying out tasks; sampling and evaluating finished product.

ART	Focus 1: Leaf prints – linked to science topic (plants) and Richmond Park	Focus 1 : Arts week – content is dependent upon whole school focus for the particular year.	Focus 1: Roman Mosaics	
	Focus 2: Observational drawings of invertebrates - science	Focus 2: Stone Age paintings	Focus 2: Andy Goldsworthy artwork linked to Richmond Park theme topic	
	Focus 3: Christmas card designs in the style of the artist Eric Carle		Focus 3: Sketching using different rocks – linked to science and rocks topic	
	Key skills: observational drawing; printing using natural objects; sketching techniques (in creative journals); collaging	Key skills: using layers to create artwork; choosing and using images; collaging; painting and sketching techniques (in creative journals)	Key skills: using layers to create artwork; using nature to create artwork; sketching techniques (in creative journals)	
	Ongoing: Creative tasks in guided reading (developing drawing skills and mark making) Over the course of the year, each child will have six group sessions with the school's artist in residence	Ongoing: Creative tasks in guided reading (developing drawing skills and mark making) Over the course of the year, each child will have six group sessions with the school's artist in residence	Ongoing: Creative tasks in guided reading (developing drawing skills and mark making) Over the course of the year, each child will have six group sessions with the school's artist in residence	
PHYSICAL	Focus: Gymnastics	Focus: Dance and table tennis	Focus: Outdoor Games	
EDUCATION				
PERSONAL DEVELOPMENT	Focus: What it means to be part of a community Being a good citizen – linked to The Happy Prince	Focus: Managing risks Recognise when and when not to keep something confidential.	Focus: Different types of family Self-esteem and setting personal goals Gender stereotypes	
RELIGIOUS EDUCATION	Focus: Christianity Learning and reciting Christmas poetry; discussion of the Christmas story and the 'true meaning' of Christmas; leading a Christmas celebration on behalf of the school. Trips/workshops: Visit to St Michael's Church	Focus: Judaism – What does it mean to be part of the Jewish Faith? Children to investigate: where Judaism was founded and who founded the Jewish faith, the key beliefs held by Jews, the key features in a Jew's place of worship, name and explain the key Jewish festivals, what the Jewish holy book is and how it is used and recognise the main symbol associated with Islam. Which Jewish values do you relate to?	Establishing basic understanding of Judaism and Christianity; developing accuracy in key vocabulary; research, comparing and contrasting two significant holy books (the Bible and the Torah) If you wrote a special book what would be your key message?	
		What questions do you have about religion?	What makes a book special?	
		What does belief mean to you?	Trips/workshops:	
		What would your ten commandments be?	Visit to Kingston and Surbiton District Synagogue	