

English

Reading

- Retrieve answers from a text.
- Infer meaning from texts.
- Understand the meaning of new vocabulary.
- Summarise and order events.



Writing

- Group related ideas into paragraphs.
- Using a range of different sentence openers.
- Use direct speech punctuation.
- Join letters in handwriting.
- Edit and improve writing.

Art

- Use layers of two or more colours.
- Use patterns in nature to generate ideas.
- Make and use printing blocks to create repeating patterns.

Additional key vocabulary: printing block, repeated patterns, review, reflect, evaluate.



French

- Say their age.
- Colours.
- Classroom objects.
- Classroom instructions.

Maths

- Revise odd and even numbers.
- Learn the 3, 4 and 8 times tables.
- Identify multiples of 3, 4 and 8.
- Know corresponding division facts.
- Multiply a two-digit number by a one-digit number using the times tables facts to help.
- Divide a two-digit number by a one-digit number.
- Solve multiplication and division problems.
- Understand how to calculate area using squares.
- Understand how to calculate perimeter.
- Make links to division and fractions.
- Add and subtract fractions with the same denominator.
- Compare and order fractions.
- Identify and recognise equivalent fractions using diagrams.
- Solve fractions problems.

Year 3 Spring 1 Who is the Greatest?

History

- Study four individuals.
- Plot the key events of their lives on timelines.
- Describe the **social, ethnic, cultural or religious diversity** of past society.
- Describe the characteristic features of the past, including **ideas, beliefs, attitudes and experiences** of men, women and children.
- Understand why and how these significant people have changed society and made an impact.
- Understand differing accounts of an historical event and think about the reasons why.
- Give opinions on who they think is the greatest of the individuals studied and give reasons for their choice.

Computing

- Become familiar with the terms 'text' and 'images'.
- Use desktop publishing software to create a simple animation.
- Consider font size, colour and content to communicate a story.

RE

- Understand some aspects of the Hinduism religion.
- Understand what karma is and how it is achieved.
- Know how parents help their children to achieve good karma and why it is so important.
- Understand how karma is taught through the community.

Additional key vocabulary: samsara, reincarnation, Hindu, moksha, accumulate, discards, Panchatantra, morals.

Science

- Know that dark is the absence of light.
- Know how to protect ourselves from the light and heat generated by the sun.
- Investigate how **shadows** are formed.
- Investigate how shadows change during the day.
- Investigate how we use **reflective materials** throughout the day.

Additional key vocabulary: light source, travel, surface.

Music

- Identify and describe the dimensions that make up a piece of music.
- Explore instruments, learning about **timbre**.
- Evoke mood and atmosphere through a piece of music.
- **Compose** a piece of music inspired by stories and poetry.

Additional key vocabulary: dynamics, improvise, accompaniments, composition.

PE

- Create and develop a gymnastics routine.
- Develop balancing, rolling and jumping.
- Use skills individually and combined within a group.
- Use **matching and contrasting** actions and shapes.
- Linking sequences smoothly with actions that flow.
- Develop confidence to perform.
- Consider the quality and control of their actions.