

Maths

Number | Place value

- Count from 0 in multiples of 4, 8, 50 and 100
- Learning numbers to 1000
- Read and write numbers up to 1000
- Find 1, 10, 100 more or less from a given number
- Compare and order numbers up to 1000

Number | Addition and Subtraction

- Add a 2-digit and 1-digit number
- Add 3-digit and 1-digit number
- Add and subtract 3-digit numbers and 2-digit numbers
- Subtract a 1-digit number from 2-digits
- Subtract a 2-digit number from a 3-digit number
- Spotting patterns
- Mixed addition and subtraction problems
- Using the formal methods of column addition and subtraction
- Estimating answers and using inverse operations to check answers

Multiplication and Division

- Learning the multiplication and division facts for the 3, 4 and 8 multiplication tables.
- Using the formal methods to write calculations
- Spotting patterns
- Solving missing number problems

Geography

Climate Zones

- Where the world's main climate zones are.
- Lines of latitude and the Equator
- Northern and southern hemisphere
- Tropical climates
- Weather patterns



RE

Who is God?

How do Christians describe God? What is the Trinity?

How do Jewish people describe God and how important he is?

What does Tawid and Shahada tell us about what Muslims believe about God?

What does the Mool Mantar tell us about God? (Sikhs)

Why is the Trimurti important to Hindus?

What do Buddhists and Humanists believe about God?



Year 3 Autumn Term 2026

Mrs Burbeary and Mrs Shaikh

Art

Drawing

- Recognise the processes involved in creating prehistoric art.
- Use simple shapes to build initial sketches.
- Create a large scale copy of a small sketch.
- Use charcoal to recreate the style of cave artists.
- Demonstrate good understanding of colour mixing with natural pigments.
- Discuss the differences between prehistoric and modern paint.
- Make choices about equipment or paint to recreate features of prehistoric art, experimenting with colours and textures.
- Successfully make positive and negative handprints in a range of colours.



Music

Ballads

- Create Identify the key features of a ballad.
- Perform a ballad using actions.
- Sing in time and in tune with a song and incorporate actions.
- Retell a summary of an animation's story.
- Write a verse with rhyming words which tell part of a story.
- Perform their lyrics fluently and with actions

History

Stone Age

- Understand that prehistory was a long time ago.
- Accurately place AD and BC on a timeline.
- Identify conclusions that are certainties and possibilities based on archaeological evidence.
- Explain how bronze was better than stone and how it transformed farming.
- Explain how trade increased during the Iron Age and why coins were needed.
- Identify changes and continuities between the Neolithic and Iron Age periods



Spanish

- To pronounce some greetings
- To ask and answer questions about how I am feeling
- To recall Numbers 1-10
- Recall familiar colours
- Understand and follow classroom commands

Science

Forces and Magnets

- Explore contact and non-contact forces
- Compare how things move on different surfaces
- Explore different types of magnets
- Explore the properties of magnets and everyday objects that are magnetic

Animals, including humans

- Explore the 5 key food groups and the nutrition in the food we eat
- Learn about the different types of skeletons
- Explore the role of muscles

Scientific Enquiry

- Ask relevant questions and use different types of scientific enquiry to answer them
- Set up simple practical enquiries (comparative and fair test)
- Make systematic and careful observation taking accurate measurement using standard units
- Gather, record, classify and present data



DT

Eating Seasonally

- Design a seasonal dish and describe the ingredients' nutritional benefits.
- To develop cutting and peeling skills.
- Following the instructions within a recipe
- To evaluate a dish and give and receive feedback to identify strengths.

English

Texts: *Gregory Cool* by Caroline Binch and *Ice Palace* by Robert Swindells

Reading

- Read and discuss a wide range of fiction, poetry, plays, non-fiction and reference books and text books.
- Prepare poems and plays to read aloud and to perform, showing understanding through intonation, tone and volume so that the meaning is clear to an audience.
- Draw inferences, such as, inferring character's feelings, thoughts and motives from their actions and justifying inferences with evidence.

Grammar

- Formation of nouns using a range of prefixes (super-, anti-, auto-)
- Adding suffixes beginning with vowel letters to words of more than one syllable.
- Select appropriate grammar and vocabulary, understanding how such choices can change an enhance meaning.

Writing

- Identify the audience for and purpose of the writing such as dairy entries, poems, stories, descriptive paragraphs or a newspaper report.
- Using expanded noun phrases, adjectives and fronted adverbials in their writing.
- Evaluate and edit their own work checking for spelling, punctuation and grammar.

PSHE

Families and Relationships

- To understand that families love and support each other
- To resolve friendship problems
- To understand the impact of bullying

Health and wellbeing

- How to communicate our feelings
- Healthy lifestyle
- Identify emotions and how my mind and body are connected



Computing

Route Planning

- To create simple commands in 2Go to move the turtle along a route.
- To create commands in 2Go in which the turtle turns using rotation.
- To plan algorithms and write 2Go code that uses angles of turn.
- To use 90° and 45° angles in 2Go.
- To use the repeat algorithm and coding in 2Go.



PE

Fundamentals and Dance (indoor)

- To develop balancing and understand the importance of this skill.
- To understand how to change speed and be able to demonstrate good technique when running at different speeds
- To develop actions, dynamic space, balance and jump

Hockey and Football (outdoor)

- To develop sending and receiving the ball
- To develop dribbling using the reverse stick
- To develop moving into space after passing the ball
- To run, dribble, pass, receive, track, balance and jump

