

Year 3 Class China Yearly Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Topics	Prehistoric Britain	Villages, Towns and Cities	Shang Dynasty	Mountains, Earthquakes and Volcanoes	Ancient Greece	Water, Weather and Climate
Enrichment Activities	Class Identity Harvest Festival Black History Month	Anti-bullying Week Armistice Day Christmas Service and Nativity	Class Identity Safer Internet Day (9 th February)	World Book Day British National Science Week Easter Service	Class Identity	
Class Novel	The Accidental Prime Minister Tom McLaughlin		The Boy who Grew Dragons Andy Shepherd		Max and the Millions Ross Montgomery	
History	Prehistoric Britain <i>Changes in Britain from the Stone Age to the Iron Age</i> Skara Brae, Iron Age and Bronze Age		Shang Dynasty Study of the achievements of the earliest civilisation of Ancient China		Ancient Greece Study of ancient Greek life and their achievements and influence on the western world.	
Geography		Villages, Towns and Cities Types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.		Mountains, Earthquakes and Volcanoes Key aspects of physical geography, including: mountains, volcanoes and earthquakes.		Water, Weather and Climate Key aspects of physical geography including climate zones, the water cycle and the distribution of natural resources including water.

Science	<p>Rocks and Soils To compare and group rocks, formation of fossils and soil, differences between types of rock.</p>	<p>Forces and Magnets To make comparisons between forces, magnetic force, repel or attract, how objects move on different surfaces.</p>	<p>Light To know that reflections, shadow, light sources, dangers of direct sunlight.</p>	<p>Plants To describe function of different parts of flowering plants, explore and describe needs of plants for survival, describe plant life cycle and water transportation.</p>	<p>Animals including Humans To know the importance of nutritious balanced diet, transportation of nutrients, water and oxygen, describe and explain the skeletal and muscular system and purpose of skeletons in humans and animals.</p>	
PSHE	<p>Beginning and Belongings MMR9/BB34</p>	<p>Family and Friends MMR11/FF34</p> <p>Anti-bullying (AB Week) MMR12/AB34</p>	<p>Diversity and Communities CIT7/DC34</p> <p>E-Safety (SID) ENR/ES34</p>	<p>Sex and Relationships Education HSL13/SR3</p>	<p>Personal Safety HSL16/PS34</p>	<p>Managing Change MMR13/MC34</p>
Art & Design	<p>Drawing Art from across historical periods. Figurative drawing of a range of artists through history. e.g. cave paintings and techniques Artist Links: Andy Warholl, Picasso, Rembrandt.</p>		<p>Painting and Printing Focus on geometric pattern, birds, dragons, trees. Use different printing techniques on fabric and paper.</p>		<p>Sculpture Study the architecture of Ancient Greece. Clay slab work techniques to create slab clay pieces using architectural features.</p>	
Design Technology		<p>Structures Frame Structures- design a building for a model of our village.</p>		<p>Textiles 2d shape to 3 d product- design a bag for use when hiking.</p>		<p>Food Snacks in the past. Design a snack for an Ancient Greek child. Eg Baklava & Pasteli (honey sesame snaps)</p>

RE	God – Hinduism What might Hindus understand about the Divine through these stories? What is the purpose of visual symbols in the mandir?	God – Islam What do the main concepts in Islam reveal about the nature of Allah? What is the purpose of visual symbols in a mosque?	God/Incarnation What is the Trinity?		Salvation Why do Christians call the day Jesus died ‘Good Friday’?	Big Question: What does it mean to live a good life? Explore what it means to have a good life according to different religions.
Computing	Computer Science - Programming Unplugged <i>Algorithms</i>	Using Information Technology Creating Media (Desktop Publishing)	Computer Science Programming Concrete Algorithms	Uses of Information Technology Connecting Computers Eg Computer networks including the internet	Computer Science- Programming Abstract Algorithms	Using Information Technology Creating Stop Start Animation
Music	Let Your Spirit Fly RnB	Glockenspiel Stage 1 Exploring and developing playing skills	Three Little Birds Reggae	The Dragon Song Pop Song	Bringing us Together Disco	Reflect, Rewind & Replay Classical
MfL	Numbers 1-10 Greetings asking and saying how are you?	Classroom instructions Ask for and give name Nativity play Letter to father Christmas	Revision of number 0-10 Ask for and state age Colours 1	Colours 2 Easter activities	Names of fruit Names of food items	Days of the week Months of the year
PE	Real PE Unit 1 Personal Skills	Real PE Unit 2 Social Skills	Real PE Unit 3 Cognitive Skills	Real PE Unit 4 Creative Skills	Real PE Unit 5 Applying Physical Skills	Real PE Unit 6 Health and Fitness
	Dance (Val Sabin) Yr3 Unit 4	Real Gym (Yr3)	Ball skills & Invasion (Val Sabin Primary Games)	Creative Games (Val Sabin Primary Games) Yr3 Unit 2	OOA (Val Sabin) Outdoor Activities Folder (Yr3)	Athletics (Val Sabin) Year 3 Unit 1



		Yr3 Unit 1		Year 3 swimming	
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