



Curriculum Overview

Year 3

Summer Term



Music



Jazz

Pupils explore fundamental elements of jazz music through listening, performing, improvising and composing. The unit focuses on stylistic features of early jazz and gives children practical, creative music-making opportunities.

Traditional instruments and improvisation (Theme: India)

This unit introduces pupils to the music of India, helping them listen to and discuss traditional sounds and instruments, play and improvise using authentic musical elements, and perform together with confidence.

RE

Pentecost



Children will know the Story of Pentecost and recognise the change the Holy Spirit brought to the lives of the Apostles. Understand that in the celebration of the Sacraments the Church celebrates the presence of the Holy Spirit.

The Eucharist

Children will be able to sequence the Liturgy of the Eucharist and discuss the different words and actions associated with this part of the Mass. They will understand that this is a celebration of thanksgiving for the death and resurrection of Christ who is present in the form of bread and wine.

Preparation For First Holy Communion



Geography



Europe

Pupils deepen their understanding of Europe as a continent, using maps and geographical enquiry to explore its countries, physical features and human characteristics. They develop key locational knowledge and start to compare different places within Europe.

History

Ancient Egypt

Pupils continue to investigate the civilisation of Ancient Egypt. They explore where and when Ancient Egypt existed, how people lived, what they believed, and how we know about them today. The unit develops pupils' historical enquiry skills (asking questions about the past, using evidence and identifying change and continuity over time).

Computing

Creating Media – Desktop Publishing

Pupils learn how desktop publishing software can be used to images to communicate information for a purpose. They becc basic features and tools to edit and create layouts, and they consider how design choices affect how a document looks and how effective it is at conveying a message.



Programming B – Events and actions in programs

pupils build on earlier programming work (such as sequencing) by exploring events and actions in block-based programming (typically using environments like Scratch). Pupils learn how certain events (like pressing a key or clicking) can trigger actions in a program. They also begin to add extensions and creative features to make their projects more interesting and interactive.

Science



Light:

Pupils learn to distinguish a light source from reflected light. They learn that light travels in straight lines, study how we see and are taught how to protect their eyes. They investigate the transparency of fabrics using data loggers and carry out some experiments to find out about shadow formation.

Animal Homes:

Pupils look at the "homes" that insects and birds need and make the school friendlier towards these creatures. They evaluate the success of the measures they have taken. Pupils also observe plants over time to explore the development of seeds and the life cycle of plants.

English



Author Study

This author focus unit provides opportunities for pupils to explore in more depth the work of a chosen author. Involve pupils in selecting the author by recalling the author studied in Year 2, books read at home and at school, and by teacher sharing some appetising books with pupils. Another way into the study is to invite an author (if living) to work with the pupils and then invite pupils to select particular books to explore in depth. The author could visit at the end of pupils' immersion in the texts as a celebration event.

The Pied Piper of Hamelin

This unit has a strong focus on developing pupils' spoken language skills through using a wider range of drama conventions that take pupils to imaginary lands and situations where there are dilemmas to explore and problems to be solved. The classic story poem, 'The Pied Piper of Hamelin' by Robert Browning, presents pupils with a wide range of opportunities to speak, read and write for 'real' purposes providing a wide evidence base of where pupils are in their learning at the end of the year and what they are capable of as they start Year 4.

Maths



Fractions B

Pupils continue their work on fractions from earlier in the year. They deepen their understanding of:

- Fractions of shapes, numbers and quantities
- Equivalent fractions
- Adding and subtracting fractions with the same denominator
- Fractions of amounts and practical contexts

Money

Children learn about money in real-life contexts by:

- Recognising and using different denominations (£ and pence)
- Adding and subtracting amounts of money
- Solving problems involving money in practical situations (e.g., giving change, comparing costs)

Time

This unit helps pupils become confident with telling the time and understanding time concepts:

- Reading analogue clocks to the nearest five minutes and minute
- Understanding AM/PM and 24-hour clock basics
- Comparing durations and using start and end times
- Understanding months, years and calendars

Properties of Shapes

Geometry is the focus here, with pupils exploring:

- Recognising and describing 2D shapes and their properties (sides, angles)
- Recognising and describing 3D shapes (faces, edges, vertices)
- Understanding and identifying angles, including right angles
- Exploring lines (horizontal, vertical, parallel, perpendicular) and shape construction

Statistics

Pupils learn how to handle and understand data by:

- Interpreting and presenting data using bar charts, pictograms and tables
- Solving problems and drawing conclusions based on data
- Understanding different ways data can be represented visually

Art

Painting and Mixed Media: Prehistoric painting

pupils explore prehistoric art and learn how early humans made marks and images on cave walls. They investigate ancient techniques and materials, experiment with mark-making and colour, and produce their own artworks inspired by Stone Age artists

DT

Constructing a Castle

Pupils design and build their own model castles, learning about structure, stability, and materials. They plan their design, create strong and accurate constructions, and test and refine their castles to improve functionality and appearance.

Spanish

The Hungry Giant

Pupils focus on vocabulary for common foods, practising how to name items, express likes and dislikes, and use simple sentences to talk about eating and sharing. They develop their listening and speaking skills by responding to questions about food, read and recognise familiar words and phrases, and begin to write short words and sentences with support. The topic encourages pupils to use Spanish in a fun, engaging context while reinforcing basic sentence structures and pronunciation.

Going on a picnic/ where I live

Pupils extend their vocabulary to include picnic items such as baskets, blankets, drinks, and sandwiches, and use short sentences to describe what they are taking while following simple instructions and responding to questions, reinforcing practical language use and pronunciation. Learners also explore vocabulary for homes, rooms, and local surroundings, practising how to describe their home and answer questions about where they live, while connecting language learning to real-life contexts and further developing their confidence in listening, speaking, reading, and writing in Spanish.

PE

Pupils develop fundamental movement and game skills through a variety of activities. In Quicksticks, they learn to control, pass, and dribble a ball with a stick while beginning to apply simple attacking and defending strategies in small-sided games. In Football, pupils practise dribbling, passing, receiving, and shielding the ball, linking these skills into game situations with basic attacking and defending principles. The Athletics unit focuses on running, jumping, throwing, and catching, helping pupils improve coordination, agility, balance, and personal performance. In Rounders, they develop striking, fielding, throwing, and catching skills while understanding simple rules, teamwork, and tactical decisions in game play. Across all units, pupils build confidence, develop teamwork, and learn to apply skills in both competitive and cooperative contexts.

