

Townsend Primary School

Year 3 Curriculum Map

KS2	Autumn(1)	Autumn (2)	Spring (1)	Spring (2)	Summer (1)	Summer (2)
English	Princess Smartypants –transition project CC: Castles	Stone Age (CC) Narrative Instructions Reports	Trickster Stories and fables Anansi/Aesop’s Fable -Fable based on film	Playscripts: The Giving Tree Boudicca:CC	Non-Fiction and Fiction (CC) Egyptians Report/Instructions, Egyptian Myth	Diary –Opening of Tut’s Tomb
Mathematics	Number (7 days) (Number and place value) Number (Addition) Number (Subtraction) Geometry (Properties of shape) Number (Multiplication) Number (Division)	Number (Fractions) Measurement (Time) Geometry/ Measurement (Angles/ Length) Measurement/ Number (Money) (Addition and Subtraction mental methods) Statistics (Data handling) Number (Multiplication and Division facts)	Number (Number and place value) Number (Addition) Number (Subtraction) Geometry/ Statistics (Properties of shape 3 days) (Data handling 2 days) Number (Multiplication) Number (Division)	Number (Fractions) Measurement (Time) Number (Addition and Subtraction) Measurement (Mass and Capacity) Number (Multiplication And Division)	Number (Number and place value) Number (Addition) Number (Subtraction) Geometry (Properties of shape) Number (Multiplication and Division)	Number (Fractions) Measurement (Time) Measurement (Length and Perimeter) Statistics/ Measurement Data Handling and Money Number (Addition 2 days) (Subtraction 3 days) Statistics (Data Handling) Number (Multiplication & Division) Problem Solving All operations
Science	Animals including humans	Rocks	Forces and magnets	Light	Plants	Consolidation and Application
Art & Design	Drawing/ Colour		Famous Buildings		Seurat and Pointillism	
DT		Sailboat		Healthy Wrap		Designing a board game
Geography	Where does our food come from?		Countries of the World		In the Desert	
History		Prehistoric Britain		Invaders and Settlers: Romans		Ancient Egypt
Cross Curr ICT	Digital Publication (Science)	Digital Media (DT)	Digital Data (Maths)	Digital Publication (History)	Digital Research (Geography)	Digital Research (History)
Computing	Using Technology Safely • Communicating Online • Personal Information • Staying Safe/Getting Help Coding and Programming • Algorithms/Decomposition	Coding and Programming • Programming on screen • Sequence, Repetition and Selection • Programming Languages • De-bugging	Using Technology Safely • Social Networking • Being Responsible • Reporting Concerns Computer Games • Playing and analysing games	Computer Games • Creating computer games • De-bugging - Identifying and correcting errors • Problem Solving and improvement	Understanding Technology • Understanding Networks • The Internet Robots Sensors and Control • Real world control systems • Impact of tech on society	Robots Sensors and Control • Interacting with Technology • Sensors/Data logging • Robots • Build/program physical systems • Flow diagrams
Languages	Unit 1: Geography where the language is spoken; greetings; questions and answers re name/wellbeing; classroom commands; numbers 1-20	Unit 2: Age and months	Unit 3: 1st person singular activity verbs; numbers 1-31; birthday; colours	Unit 4: Question and answer re who you are and who someone else is; body parts; days of the week	Unit 5: Likes/dislikes with nouns and infinitives	Unit 6: Dates; family; brothers and sisters and names/ages
Music	No Music		Southwark Music Service - Recorders	Southwark Music Service - Recorders	No Music	
PE	Football	Gymnastics /Dance	Problem solving	Tennis	Cricket	Athletics
	Swimming	Swimming	REAL PE (Unit 1)	REAL PE (Unit 2)	REAL PE (Unit 3)	REAL PE (Unit 4)
Seal	Coverage of topics from PATHS Programme		Coverage of topics from PATHS Programme		Coverage of topics from PATHS Programme	
RE	Christianity The Church		No RE		Islam The Final Messenger	Buddhism The Buddhist Community