

PE

Tennis

Pupils will play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending

Rounders

Pupils will play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending

Athletics

Pupils will develop skills required in athletic activities such as running at different speeds, changing direction, jumping and throwing. In all athletic based activities, pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others.



Geography: Are all settlements the same?

Locate some cities in the UK

Describe the differences between villages, towns and cities.

Identify features on an OS map and follow a route.

Describe different types of land use. Discuss reasons for the locations of human and physical features.

Locate some geographical regions in the UK.

Identify and begin to offer explanations about changes to features in the local area

Describe the location of New Delhi

Identify some human and physical features in New Delhi.

State some similarities and differences between land use and features in New Delhi and the local area

History: What was important to ancient Egyptians?

Identify where and when ancient civilisations first appeared.

Ask historically valid questions about sources.

Identify Ancient Egypt's location and its key geographical features.

Explain why the River Nile was important to ancient Egyptians.

Explain the significance of the Rosetta Stone.

Explain the importance of gods and goddesses to people in ancient Egypt.

Analyse mummification's connection to ancient Egyptian beliefs about the afterlife.

Decide what was important to people in ancient Egypt.

English

The Firework Maker's Daughter by Philip Pullman

Krindlekrax

List poetry

Writing in role (email)

Rewrite narrative as play script

Recount

Explanation

Report

Debate

Argument

Guided Reading sessions weekly



R.E

See Unit Plans

To the ends of the Earth

Dialogue and Encounter: Islam



Computing

Branching databases

To create a branching database of the children's choice.x2

Graphing

To enter data into a graph and answer questions.

To solve an investigation and present the results in graphic form.

Music

Ukulele provided by Hounslow Music Service



Maths

Fractions

Recognise and show, using diagrams, equivalent fractions with small denominators. Compare and order unit fractions, and fractions with the same denominators. Add and subtract fractions with the same denominator within one whole

Solve problems that involve all of the above.

Money

Pounds and pence, Convert pounds and pence, Add and subtract money, Find change.

Measurement - Time

Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks. Estimate and read time with increasing accuracy to the nearest minute. Record and compare time in terms of seconds, minutes and hours. Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events [for example to calculate the time taken by particular events or tasks].

Geometry - Properties of shape

Recognise angles as a property of shape or a description of a turn. Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines. Draw 2-D shapes and make 3-D shapes using modelling materials. Recognise 3-D shapes in different orientations and describe them.

Statistics

Interpret and draw pictograms, Interpret and draw bar charts, Collect and represent data.

Year 3 Curriculum Map

Summer Term 2026

Mrs Hills, Mrs Frampton and Mrs Moyse

ART/DT

ART – Sketching and Drawing

Sketch: To use drawing, painting to develop and share their ideas, experiences and imagination

To develop a wide range of art and design techniques in using colour, pattern, line and shape.

DT -Textiles: Cross-stitch and appliqué.

To use a range of fine motor skill including

- Threading needles
- Tying knots with greater independence.
- Sewing cross stitch to join fabric.
- Decorating fabric using appliqué



Science

Plants

Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers

Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant

Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers

Investigate the way in which water is transported within plants

Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

Biodiversity

What is biodiversity?

How can we introduce biodiversity in our area?

Food Waste

What is food waste?

How can we reduce food waste?



- To be able to use the ready position.
- To develop ball control and movement skills.
- To develop racket and ball control.
- To develop returning the ball using a forehand groundstroke.
- To be able to rally using a forehand.
- To develop the two handed backhand.
- To learn how to score.
- To develop playing against an opponent.
- To work collaboratively with a partner and compete against others.

- To develop throwing and catching skills.
- To play different roles in a game and begin to think tactically about each role.
- To develop the bowling action and learn the rules of bowling.
- To run around the outside of the bases and make decisions about when to stop and when to run.
- To field a ball using a two handed pick up and a short barrier.
- To develop batting technique and an understanding of where to hit the ball.
- To play to the rules when batting as a team.
- To apply skills and rules learnt to play rounders.

- To develop the sprinting technique and improve on your personal best.
- To develop changeover in relay events.
- To develop fluency and rhythm when running over obstacles.
- To develop jumping technique in a range of approaches and take off positions.
- To develop jumping for height and safety on landing.
- To develop throwing for distance and accuracy.
- To develop throwing for distance in a pull throw.
- To develop officiating and performing skills.

- To discuss why human and physical features are in particular locations
- To discuss how land use in the local area has changed
- To identify land use in New Delhi
- To compare land use in two different locations

- To develop questioning skills using sources about ancient civilisations.
- To explain the significance of the River Nile to ancient Egyptian civilisation.
- To evaluate the importance of ancient Egyptian hieroglyphics.
- To use a range of sources to explore the importance of gods and goddesses in ancient Egypt.
- To investigate beliefs about the afterlife in Ancient Egypt.
- To evaluate continuity and change by identifying what happened to the pharaohs when they died.

- To identify the parts of a plant and describe their functions
- To dissect a plant to explore the parts of a plant
- To explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant
- To investigate the way in which water is transported within Plants

To explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

How can we introduce biodiversity in our area?

How can we reduce food waste?



Learning Intentions

- To recognise how artists use shape in drawing.
- To understand how to create tone in drawing by shading.
- To understand how texture can be created and used to make art.
- To apply observational drawing skills to create detailed studies.
- To apply an understanding of composition to create abstract drawings.

- To learn how to sew cross-stitch and appliqué.
- To develop and use a template
- Developing collars
- To assemble fabric parts into a fabric product
- Finishing collars
- To decorate fabric using appliqué and cross stitch

To enter data into a graph and answer questions.
To solve an investigation and present the results in graphic form.

