<u>Year 3 – 2024-2025</u>

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Theme	Change for the	What have they	Where would we be without	Healthy body, healthy	Our beautiful world	
	better?	taught us?	water?	minds		
Science	The impact of changing environments on living things Rocks and fossil formation What is soil made from?	What did the Ancient Greek shepherd called Magnets discover? Forces and magnets – how do things move on different surfaces? How do magnets attract and repel?	The functions of different parts of flowering plants What do plants need to live and grow, and how does this vary from plant to plant? How is water transported within plants?	How can Usain Bolt move so quickly? The right types and amounts of nutrition — Animals and humans cannot make their own food; nutrition from what we eat Skeletons and muscles for support, protection and movement	Light – we need light in order to see things. Dark is the absence of light How are shadows formed and changed Safety in the sun Life cycle of flowering plants – pollination, seed formation and dispersal	
History	Would Britain be the same without the Roman empire? Roads, concrete, language, calendar	How did the lives of children change during Victorian times?			Ancient Egyptian engramps and levers in pyramids	•
Geography	East of England, East and West Midlands and Wales - counties, cities, hills, mountains, coasts, rivers and land use patterns – have these changed over time?		Earth's Forces – Volcanoes. – physical aspects; mantle, crust, core, lava, vent, conduit, eruption, magma, crater, ash, pyroclastic flow, active, dormant, extinct,	Earth's forces – Earthquakes- physical aspects; fault seismic wave, Richter scale, epicentre, magnitude, plate tectonics, continents, tsunami	South America and Nenvironmental region characteristics and Netherlands and South Characteristics; settle economic activity industribution of naturincluding energy, for water, countries and	ons, key physical numan ements, land use, cluding trade links, ral resources od, minerals and

Art and Design	Art as a Voice Experience of migration in art		Van Gogh – paint techniques, composition including water and reflection		Representations of Different time period	
Design Technology	Mechanical Systems Levers and linkages Design and construct a Roman aqueduct that really carries water – use of materials according to their functional properties	Structures Shell structures (including computeraided design) Project- Nets for packaging to sell at the Winter Fayre- See Structures – Shell Structures Planning- computed aided design		Food Dips and Dippers Healthy and varied diet (including cooking and nutrition requirements for KS2) Using melting and cooling to prepare healthy snacks		
RE	Could Jesus heal people? Were these miracles or is there some other explanation?	To what extent does participating in worship and/or prayer generate a sense of belonging? – Has Christmas lost its true meaning?		How well does faith help people cope with matters of life and death? – What is good about Good Friday?	To what extent do religious beliefs influence and encourage 'good' behaviour? – Do Sikhs think it is important to share? How can music and the arts help express and communicate religious beliefs? – What is the best way for a Sikh to show commitment to God?	
Music		Lean On Me – Soul/Gospel – Pulse, rhythm and pitch interrelated with singing and playing	Spring Production- Perform to an audience recognising how music and voice can reflect different intentions	Spring Production- Perform to an audience recognising how music and voice can reflect different intentions	Glockenspiel/Berkshire Maestros – An opportunity to learn a musical instrument and progress to the next level of excellence – musical notation	
Computing	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
	E-safety assembly: Where might we talk to people online?	E-safety assembly: Link with anti- bullying week: What	E-safety assembly: What sort of games do we play online? What does age appropriate	E-safety assembly: How do we search safely for images online? How did	E-safety assembly: What games might we play online? Do	E-safety assembly: What is twitter/social

	Who might we talk to online? How can you report your concerns?	is cyberbullying? Where might it happen? What should we do if someone tries to cyberbully us? How can you report your concerns?	mean? How can we make sure we're playing age appropriate games?	the images get online/who do images belong to? Can we delete an image once it's online?	I know the person talking to me? Can I trust them?	media? How do people use twitter? Once you have posted something on twitter can it ever really be deleted?
PE	Gym Unit P - Balance Games Unit 1 – Net/ Court/Wall Games (tennis/badminton/ basketball/hockey /football/handball)	Games Unit 2 Problem Solving and Inventing Games Dance Unit 1 – These Shoes are Made for Walking, Giraffes Can't Dance, Incognito	Gym Unit Q – Receiving body weight Games Unit 3 – Invasion games (basketball/hockey /football/handball)	Net/Court/wall Games (tennis/badminton/ basketball/hockey/football) Games Unit 4 – Striking and fielding games (cricket/rounders)	Outdoor Adventure Athletics Unit 1	Dance Unit 2 - Electricity Athletics Unit 2
PSHE	How can we be a good friend?	How do we treat each other with respect?	How can we manage our feelings?	How will we grow and change?	How can our choices make a difference to others and the environment?	How can we manage risk in different places?