

CURRICULUM CONTENT: YEAR 3

English

- Punctuate a simple sentence correctly.
- Use appropriate adverbs to compliment a verb choice.
- Write a non-chronological report.
- Write a letter including the correct features.
- Learn to spell words with varied suffixes.
- Form our letters correctly and keep them a consistent size.

Science

- Notice that light is reflected from surfaces.
- Notice that the shape of a shadow changes depending on the object.
- Discover what happens to a shadow when the light source is moved closer and further away.
- Understand that sound can travel.
- Find out if sound can travel around corners.

Music

- Begin singing in a round and include musical instruments.

Mathematics

- Place 2 and 3 digit numbers on a number line.
- Order and compare 3 digit numbers.
- Round two digit numbers to the nearest 10.
- Add and subtract 3 digit numbers.
- Measure and compare lengths.
- To be able to give change using money.
- Understand how maths is applied across the curriculum and in everyday situations.

French

- Learn the months of the year.
- Learn the days of the week.
- Learn the numbers to 30.

Art/D&T

- Learn to observe and sketch an object closely.
- Find out where levers are used and how to create a simple version.
- Create a thumb pot from clay using appropriate techniques.

Move It! Year 3

Physical Education

- Understand the importance of warming up.
- Gymnastics: change the shape of our bodies using stretches, arches and curves. Learn to safely change levels using apparatus. Perform a gymnastics routine using symmetry and asymmetry.
- Learn your heart rate speeds up during exercise.

Religious Education

- Understand the beliefs of world faiths, including the beliefs of Christians.
- Retell Christian stories that are told in the build up to celebrations.
- Discover why Christians celebrate Christmas.

History and Geography (Stone Age, Bronze Age and Iron Age)

- Understand when this period of history occurred.
- Discover who hunter gatherers were and what they did.
- Learn how hunter gatherers made their tools.
- Learn where hunter gathers lived and whether there is any evidence that they lived locally.
- Identify how land is used for different purposes.

Computing

- E-safety
- Using code - making a sprite move using simple commands.
- Using search engines effectively.

PSHCE

- Making new friends and being kind to each other.
- Setting ourselves achievable targets.
- R-Time – Learning to cooperate with others.



You can help your child with their learning in the following ways:

Play Vocabulary & spelling games e.g.

- Play 'Guess the object'. Using adjectives, describe an object in the room or inside a box. See if your child can guess the object you are describing. Then ask them to challenge you, encouraging a range of vocabulary.
- Mnemonics – If your child is having difficulty spelling a particular word, they could use the letters in it to make a sentence. For example, to spell the word 'because' your sentence could be 'Big Elephants Can Always Understand Small Elephants' (Important: Don't use this method for too many words, as lots of sentences can be tricky to remember)
- Play the 'Alphabet game' – List the alphabet on a piece of paper, can your child think of a describing word beginning with each letter?
- Play 'Boggle' – Choose 9 letters, how many words can your child make using those letters.

Reading

- Schedule a regular time for reading. Perhaps when you get home or when they go to bed. Take turns asking questions about the stories that you have read. Your child can ask you questions and vice versa.
- Together, use the contents page to decide which section to look at first. Read small sections such as labelled diagrams, captions next to pictures or pages about one particular topic.
- Use the glossary so your child learns the meaning of new words that they can then try to use in their writing.
- Look up new words in a dictionary or at www.dictionary.com - If they are particularly interested in a certain topic, collect different books about the same subject and compare them.

Websites to help your child with their learning

Bug Club

<https://www.activelearnprimary.co.uk/login?c=0>

Children should know their own username and password. Please contact the school if you have any problems.

Year 3 Websites

Maths

<http://www.topmarks.co.uk/maths-games/7-11-years/mental-maths>

<http://www.bbc.co.uk/bitesize/ks2/maths/>

English

<http://www.topmarks.co.uk/english-games/7-11-years/spelling-and-grammar>

<http://www.topmarks.co.uk/english-games/7-11-years/stories>

History

<http://www.bbc.co.uk/scotland/learning/primary/skarabrae/>

<http://www.english-heritage.org.uk/visit/places/stonehenge/schools/education-film/>

<http://resources.woodlands-junior.kent.sch.uk/homework/timeline.html>

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LEARNING CHALLENGE INFORMATION YEAR 3 AUTUMN TERM 2016

Move it!

(September - December)

This topic involves finding out about movement. This will involve lots of work about the past and light. During this topic we will be learning about:

- Why and how are shadows created?
- How does light travel?
- When did the Stone Age occur?
- How did hunter gatherers eat to survive?
- How did hunter gatherers build their settlements?
- Explore how hunter gatherers told stories.
- How does technology help objects move?
- What movements can be created on apparatus?
- Why do we need to keep ourselves safe on the internet?

