

Topic and Year Group

Year 3 – Inventors and Achievers

English

• **SPaG:**

Expanded noun phrases, adjectives, prepositions, speech punctuation, powerful verbs, adverbs, paragraphing, persuasive adjectives, alliteration, past tense, third person, conjunctions, imperative verbs, headings/subheadings, formal vocabulary

• **Narrative**

(Adventure – Rosie Revere): Predict story, explore & write settings, describe characters & dialogue, build tension, plan & write full story

• **Persuasive Writing** (Inventions/Adverts): Identify advert features, create invention idea, write & edit advert

• **Biography** (Inventors): Explore biography features, research & timeline, plan, write & edit biography

• **Poetry** (Shape – Spring/Inventions): Explore shape poetry, generate vocabulary, draft, edit & publish poem

• **Instructions** (Linked to Inventions): Identify features, write & edit instructions, perform aloud

• **Non-Chronological Report** (Inventors & Materials): Identify layout, research invention, write & edit report

• **Poetry Review & Reflection:** Read & discuss poems, create & edit imaginative poem, SPaG review.

Maths

• **Multiplication & Division:**

Multiples of 2, 3, 4, 5, 8, 10; sharing & grouping; 2-digit \times 1-digit (no exchange \rightarrow with exchange); divide 2-digit by 1-digit (no exchange \rightarrow remainders); scaling; “How many ways?” investigations

• **Length & Perimeter:**

Measure in m, cm, mm; equivalent lengths; compare lengths; add & subtract lengths; calculate perimeter

• **Fractions:**

Unit fractions, denominators; compare & order fractions; fractions on scales & number lines; count fractions; recognise equivalent fractions

• **Mass & Capacity:**

Measure mass in g & kg; compare, add & subtract mass; measure capacity in ml & l; compare, add & subtract volume

Science

• **Rocks:** Compare & group rocks; observe, classify & draw; test hardness & permeability; describe formation; identify rock types; record & evaluate results

• **Fossils & Mary Anning:** Explain fossil formation; create plaster fossils; learn Mary Anning’s contributions; use evidence to discuss prehistoric life; simple fact-files/timelines

• **Soil:** Identify soil components (sand, silt, clay, humus); explain formation; investigate permeability; compare soils; present findings; draw conclusions

• **Forces:** Identify pushes, pulls & contact forces; compare movement on different surfaces; measure speed/distance; fair tests & careful observations

• **Magnets:** Distinguish magnetic vs non-magnetic; observe attraction & repulsion; explore poles; apply knowledge in challenges; record & present results

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RE

Christianity

Could Jesus heal people? Did He perform miracles or was there some other explanation?

What is 'good' about Good Friday?

Spanish

This is my school bag:

- Classroom vocab
- Ask/Say age
- Gender and number agreement
- Symbols and Phonics
- To express possession

Project: My school bag

Spanish speaking countries: Mexico

Geography/History

• **What Is an Inventor? & Famous Early Inventors:** Understand inventors; key achievements of Wright Brothers, Tim Berners-Lee, Amelia Earhart; mini fact-files & timelines

• **British Inventors Through Time:** Identify 4–5 British inventions; place on timeline; sketch favourite invention

• **Tim Berners-Lee & WWW:** Difference between Internet & WWW; impact on everyday life; map skills

• **Amelia Earhart:** Key facts; flight routes; explain significance

• **Wright Brothers & Early Flight:** Recall first plane; test paper aeroplanes; fair testing & measuring

• **Women Who Changed the World:** Explore achievements of female inventors; make mini poster

• **Problem Solving & Good Inventions:** Identify a problem; design an invention; label features & explain purpose

• **Strongest Materials Investigation:** Test materials for strength; record results; teamwork & fair testing

• **Inventors of Communication:** Sequence inventions from telegraph → smartphone; describe impact

Art/D&T

Leonardo, Michelangelo and Raphael in Florence 1503.

The Italian Renaissance: drawings, paintings, sculptures.

Trips/Events

Cardfields residential trip in February.

PSHE/RSE

Dreams & Goals:

- Set personal goals
- Plan steps to achieve them
- Overcome challenges
- Celebrate achievements

• Healthy Me:

- Understand healthy choices
- Importance of exercise, sleep, and nutrition
- Explore strategies to manage risk and stay safe
- Recognise feelings and how they affect health

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STEAM

Building a Fitness Device with a Micro:bit

- Using and coding an AI component into the Micro:bit.
- How sensors can be used to chart movement.
- Using variables to record movement.

Using materials, tools and techniques to build a prototype device

Computing

Introduction to JavaScript using web-based data visualisation software.

- Exploring data streams
- Creating audio reactive visuals
- Mix digital inputs
- Create generative evolving visuals

E Safety

Using analogue and digital content, including quizzes and games, pupils will learn how to keep personal data safe, using the internet, media and apps safely and what to do if something happens.

PE

Netball and Rugby

- Passing
- Catching
- Spacing
- Movement into space
- Teamwork

Drama/Dance

NA

Music

- A Young Person's Guide to the Orchestra
- Latin Dance
- Whole class ukelele

Yoga

Introduction to Children do Yoga:

Developing a union of body and mind encompassing yoga movements such as soaring bird and kicking horse. Learning through mindfulness techniques to focus within, breathing the three threes.