Year Group: 3

Curriculum Overview

Summer 2: 2022

English:

- Narrative
- Non- chronological report
- Biography

Stimulus:

- Cinderella of the Nile
- The Story of Tutankhamun

PSHE: Changing me

- Changing bodies
- Managing feelings about growing up

IT: Events and actions

Scratch programming

Music: Rock and Roll

Learning the Hand Jive and Rock around the Clock

PE: Athletics

- Running
- Throwing
- Jumping

Swimming

Maths: Shape

- Angles
- 2D shape
- 3D shape

Mass and capacity

- Measure and compare mass
- Add and subtract mass
- Measure and compare capacity
- Add and subtract capacity
- temperature

History: Ancient Egypt

- Who were they? Where did they live?
- What was everyday life like?
 Explore Egyptian social classes.
- What did they believe and how did this impact their lives?

Who were the Egyptian Gods?
What did they believe happened in the afterlife?

Who built the Great Pyramid in Giza?

Who was a key historical figure from this period in time?

What did Akhenaten do that made him so hated?



Ancient Egypt

- Plan, design, make and adapt models
- Use a variety of materials

RE: What do Sikhs value?

French: Weather and the water cycle

Science: States of matter

To understand:

- To understand evaporation and condensation in the water cycle.
- Enquiry investigation skills

Year Group: 3 Curriculum Overview

Summer 2 2022

Value: Courage

Learning Power: Resilience/Tough Tortoise

Persevering with tricky tasks, being absorbed in learning, managing distractions





Value: Co-operation

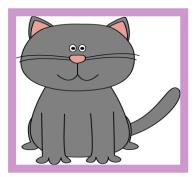
Learning Power: Reciprocity/Team Bee

Collaborating with others, empathy and listening, imitating/constructively adopting ideas

Value: Curiosity

Learning Power: Resourcefulness / Curious Cat

Asking questions, making links between learning, imagining, using resources





Value: Confidence

Learning Power: Reflectiveness/Reflective Owl

Planning what resources are needed and how to approach tasks, revising, reviewing and editing, distilling/learning from experience

The Learning Pit

Learning should be challenging - it should make you think and take you out of your comfort zone. The Learning Pit encourages learners to take risks, use their learning powers and understand the power of perseverance.

There is no "I can't" just "I can't yet.."

