

Termly Curriculum Overview

Year 3 – Autumn Term 2025



**Shottermill
Junior School**

Area of the Curriculum	Learning Experiences
English	<ul style="list-style-type: none">• Retelling familiar stories (Julia Donaldson)• Tuesday- creating an adventure narrative from a picture book and explore Sound, cause sentences (Onomatopoeia)• Formal / informal letter writing and non-chronological report – Dear Greenpeace by Simon James• Film narrative and visual texts – The Snowman (John Lewis Advert)• Poetry – exploring shape poems
Mathematics	<ul style="list-style-type: none">• Place value – compare, order and partition numbers to 1000, bar model and number bonds• Practical and mental methods for addition and subtraction• Multiplication and division- grouping, arrays, partitioning, sharing, associated facts• Karate Keyring Challenge- Weekly times tables test
Science	<ul style="list-style-type: none">• Light and Dark – exploring and investigating light sources, day and night, reflection and shadows.• Forces and magnets – exploring and investigating everyday forces, including gravity, magnetic forces and friction.
Computing	<ul style="list-style-type: none">• E-safety – strategies for staying safe online, computer security and passwords.• Use of Google Classroom and Google Drive.• Keyboard skills – developing word processing skills, linked with grammar.
Art & Design	<p>Portraits and painting:</p> <ul style="list-style-type: none">• Using a variety of different drawing medium to make studies of the face, learning about placement and proportion.• To create portraits in the style of Picasso using oil pastel resist and water colour.• To create self-portraits based on the techniques used by Roy Liechtenstein• Colour theory. Learning about tints, shades and complementary colours.• Artist focus: Pablo Picasso and Roy Liechtenstein
Design & Technology	<ul style="list-style-type: none">• Levers and linkages – seasonal card making, design, prototype creation, problem solving, making and evaluating
Geography	<p>Where in the UK?</p> <ul style="list-style-type: none">• Physical and human features• Map skills and symbols

	<ul style="list-style-type: none"> • Landscape and geographical features
History	<p>Ancient Egyptians:</p> <ul style="list-style-type: none"> • Timeline (chronology) • Daily life • Beliefs and religion, including mummification and burial • Architecture, including pyramids • Exploring artefacts • The importance of the Nile
Languages French	<ul style="list-style-type: none"> • All about me - greetings and useful phrases, asking and answering about our names, ages, homes and how we are • Classroom commands, items in our pencil cases and classroom • Numbers 1-12 • Songs, rhymes and games to develop fluency
Music	<p>We've got Rhythm and Pitch Perfect including:</p> <ul style="list-style-type: none"> • Explore the basic elements of music. • Use modern compositions to develop the core skills of listening, composing, singing and performing. • Learn to play percussion instruments using notation.
Physical Education	<ul style="list-style-type: none"> • Team games – Introduction to spaces/ equipment, working as a team and practicing the fundamental movement skills. • Outdoor Adventurous Activities - Team building activities - sportsmanship, teamwork and cooperation • Dance – Titanium. Choreographing sequences individually and in groups for a final performance. • Invasion Games - multi skills, team games, skills, tactics and rules.
Religious Education	<ul style="list-style-type: none"> • How can other people affect your lives? Thinking about Jesus and the miracles he performed. • How do stories help people? Creation and bible stories.
Personal, Social, Health & Economic Education	<ul style="list-style-type: none"> • Being Me- Recognising self-worth, learning to set goals and take on challenges, rights and responsibilities and feelings. • Celebrating Differences- understanding family differences, investigating conflict and how to overcome it, looking at bullying and consequences.
Supporting Educational Visits	<ul style="list-style-type: none"> • Haslemere Museum – Ancient Egyptian interactive workshop, including mummification, examining and drawing artefacts, exploring hieroglyphics, visiting museum exhibits. • Local litter pick as part of English project about pollution.