**Curriculum Overview**

**Beech Class HJW Autumn/Spring 1 Term 2018-2019 Fire, fire!**

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| colouredNCbackground.png  **Reading** •Use knowledge to read ‘exception’ words •Read range of fiction & non-fiction •Use dictionaries to check meaning •Prepare poems & plays to perform •Check own understanding of reading •Draw inferences & make predictions •Retrieve & record information from non-fiction books •Discuss reading with others | **Y3 English** **Writing** •Use prefixes & suffixes in spelling •Use dictionary to confirm spellings •Write simple dictated sentences •Use handwriting joins appropriately •Plan to write based on familiar forms •Rehearse sentences orally for writing •Use varied rich vocabulary •Create simple settings & plot •Assess effectiveness of own and others’ writing | | **Grammar** •Use range of conjunctions •Use perfect tense •Use range of nouns & pronouns •Use time connectives •Introduce speech punctuation •Know language of clauses  **Speaking & Listening** •Give structured descriptions •Participate activity in conversation •Consider & evaluate different viewpoints | **Y2/3 Art & Design**   * Use a range of materials – printing/textiles ~~•Use drawing, painting and sculpture •Develop techniques of colour, pattern, texture, line, shape, form and space~~ •Learn about range of ~~artists,~~ craftsmen and designers   •Use sketchbooks to collect, record and evaluate ideas •~~Improve mastery of techniques such as drawing, painting and sculpture with varied materials~~ •Learn about great  artists, architects  & designers | **Y2/3 Computing**  •~~Understand use of algorithms •Write & test simple programs •Use logical reasoning to make predictions •Organise, store, retrieve & manipulate data~~ •Communicate online safely and respectfully •Recognise uses of IT outside of school  •~~Design & write programs to achieve specific goals, including solving problems •Use logical reasoning •Understand computer networks~~ •Use internet safely and appropriately •~~Collect and present data appropriately~~ |
| **Y2/3 Design & Technology**  •Understand where food comes from  •Understand seasonality; prepare & cook mainly savoury dishes   * design purposeful, functional, appealing products for themselves and other users based on design criteria   generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]evaluate their ideas and products against design criteria   * Use correct stitch to join materials/add decorative finish. | **Y2/3 Geography**    •Use aerial images and other models to create simple plans and maps, using symbols •Use 8 points of compass, symbols & keys |
| **Number/Calculation** •Learn 3, 4 & 8x tables •Secure place value to 100 •Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits •Written column addition & subtraction •Solve number problems, including multiplication & simple division and missing number problems •Use commutativity to help calculations | **Y3 Mathematics** **Geometry & Measures** •Measure & calculate with metric measures •Measure simple perimeter •Add/subtract using money in context •~~Use Roman numerals up to XII; tell time •Calculate using simple time problems~~ •Draw 2-d / Make 3-d shapes •Identify ~~and use~~ right angles •Identify horizontal, vertical, perpendicular and parallel lines | | **Fractions & decimals** •Use & count in tenths •Recognise, find & write fractions •Recognise some equivalent fractions •Add/subtract fractions up to <1 •Order fractions with common denominator **Statistics** •Interpret bar charts & pictograms |
| **Y2/3 Modern Languages**   * Not required at KS1   •Listen & engage •Ask & answer questions •Speak in sentences using familiar vocabulary •Develop appropriate pronunciation •Show understanding of words & phrases •~~Appreciate stories, songs, poems & rhymes~~ •Broaden vocabulary  **Y2/3 PE**  . Master basic movement, e.g. running, jumping, throwing catching, balance, agility and co-ordination  . Participate in team games Perform dances using simple movement  •Use running, jumping, catching and throwing in isolation and in combination •Play competitive games, modified as appropriate •Develop flexibility & control in gym, dance & athletics •Compare performances to achieve personal bests  •*Swimming proficiency at 25m (KS1 or KS2)* | **Y2/3 Music**  •Sing songs •Play tuned & untuned instruments musically   •Use voice & instruments with  increasing accuracy, control and  expression  •Begin to develop understanding of history  **Y2/3 RS Y2/3 PSHCE**        What did Jesus teach?  Christmas - Jesus as gift from God  Jesus’ Miracles |
| **Y2/3 Science**  **Biology** •Differentiate living, dead and non-living •Growing plants (water, light, warmth) •Basic needs of animals & offspring •Simple food chains & habitats  •Plants, incl. parts, lifecycle and requirements for life •Animals: skeletons & nutrition | | **Y2/3 History**  •Lives of significant historical figures, including comparison of those from different periods. •Events of local  *(and national*) importance e.g. Bonfire Night  **Broader History Study** •~~A local history study,~~ e.g. – In depth study of London ~~and Forest of Dean during 1650-1700.~~  British history - establishing clear narratives within and across 1600. Note connections, contrasts and trends over time and develop the appropriate use of historical terms. | |