Y3	Autumn		Spring		Summer	
Learning Challenge	Travel Adventures		Kings and Queens		Water worlds	
Communicatio n	Intrinsic across the curriculum + 2 Communication groups each week					
Books and stories	Stories with familiar settings	Recounts and timelines	Stories with fantasy settings	Letters	Nonsense Texts	Instructions
	Non fiction- linked to LC themes					
Reading	Daily sessions Individual and group sessions- include objects, pictures, symbols, book knowledge and phonics where appropriate Group activities e.g. sensory stores or phonics Book corner with books related to topic, interest Teaching of objects, photos and symbols I everyday interactions					
Words and sounds	Word level- understanding objects, pictures, symbols and words. Whole word reading, phonics					
Recording	Fine motor skills, mark making, handwriting, talk for writing, IT recording, drama, role play, small world					
Thinking Skills/Maths	Number	Time	Addition	Subtraction	Sharing/half	Pattern
	Position and direction	Graphs and pictograms, block graphs, Venn Carroll diagrams	Money	Measurement capacity/volume/le ngth/size/temperat ure/weight	Properties of shape	Sorting and matching
Science	Animals including humans Senses, human bodies, what do humans need to survive What do animals need to survive?		Teeth and eating Forces and movement Digestive systems			ent
	Working scientifically: Making observations, using simple equipment					

Art	Artists and art forms from different cultures Cultural art patterns for painting or printing e.g. rangoli patterns Artists: Indian artist - Ragini Upadhaya (Nature speaks)		Textiles weaving and felt Portraits – Kings and Queens through time Drawing portraits of others		Printing and collage, landscape paintings Artists: Sheila Hicks, Laura Slater, Michelle Stitzlein, Naomi Renouf, Pieter Bruegel the elder	
DT	Costume, clothing, headdress – different countries designs, links to patterns /		Artists: Leonardo Davinci, Caravaggio, Shepard Fairy • Materials used in castles and royalty – metal for crowns, wood and bricks for		Seaside photo frames – joining materials, creating own designs for	
	 colours Exploring fabric materials, repeating patterns Carnival products – musical instrument, costumes Food tech - Packed lunches 		castle. Replicating designs. • Food tech - Breakfasts		photos taken • Food tech - drinks	
Music	Pulse and rhythm, performing together		Pitch, performing together		Fast and slow performing together	
Humanities	Geography Transport system Transport system to cross the sea – where might we be trying to get to? How might we need to travel there? Map work, countries, globes – specific focus on chosen countries of interest including to children, families and study or European countries	History Transport — changes over time: old and new planes, boats, cars, trains. Use of sources to compare old and new. Visit to Birmingham Think tank — local invention of the Mini.	History Castles around Britain British values- queen, monarchy, royal family over time. Timelines of the royal family in children's own lifetimes e.g. Jubilee.	Geography Castles of Britain – capital cities, countries of the UK, local geography of castles in the West Midlands.	History Seaside, old and new, changes, clothing, food, travel – what has changed from the past? Geography – coastal features, understanding of the sea, cliff, land edge. Physical and human features of a seaside area.	Geography Water cycle Rivers, lakes, ocean Importance of water- environmental factors

RE Unit	Religious Books		What do people a	What do people around me believe?		Sikhism- stories, festivals and customs		
PSED / PSHE / RHE	Caring Friendships Respectful friendships Self-awareness (relationships) Things we are good at		Feelings	Feelings Mental Health and wellbeing Managing feelings		Physical health and fitness		
			Mental Health an			Healthy life styles (health and wellbeing)		
			Managing feeling			Healthy eating Taking care of physical health Keeping well		
			Identifying and expressing feelings, managing strong feelings					
	Kind and unkind behaviou	rs	managing strong reenings		Recping wen			
	Playing and working together People who are special to us Getting on with others							
Circle/child led	Intrinsic to the curriculum. To include a range of role play, small world, messy and sensory play opportunities. Developing sharing, playing together and building relationships. Circle time to build self and group awareness.							
Careers	Recorded employment encounter							
Computing	Computing will be taught throughout subjects where appropriate. Where computing is taught, it will be highlighted on teache planning. Units to be covered are:							
	Computer Science		ormation chnology	Digital literacy				
PE	Methods of travel- bike Games-net/wall games		Balancing and link	king gymnastics	Balance and linking	actions		
			Dodge and chase, send and receive Cohesion games		Running jumping the Dance	rowing		
	Yoga as part of curriculum offer							
	Forest schools- and Swimming							