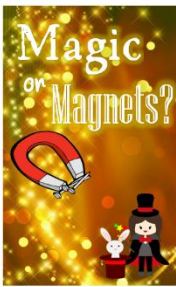


Archbishop Benson CE Primary School - Curriculum Overview

Year	3
Term	Autumn 2
Key Question	
Enrichment Activity	Create Rube Goldberg Machines (DT/Science/Art day with parents)
Literacy links	Non -fiction
Maths links	Number & Place Value (3 weeks) Addition & Subtraction (3 weeks)
Science	<ul style="list-style-type: none"> • Compare how things move on different surfaces. • Notice that some forces need contact between two objects but magnetic forces can act at a distance. • Observe how magnets attract or repel each other and attract some materials and not others. • Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials. • Describe magnets as having two poles. • Predict whether two magnets will attract or repel each other depending on which poles are facing.
History	
Geography	
DT	
Art & Design	<ul style="list-style-type: none"> • To use a range of materials creatively to design and make products • To develop a wide range of art and DT techniques in using colour, pattern, texture, line, shape, form and space.
Music	<ul style="list-style-type: none"> • Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency and control. • Listen with attention to detail and recall sounds with increasing aural memory
Computing	<ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection and repetition in programs; work with variables and various forms of input and output.

Primary Languages	<ul style="list-style-type: none"> • Listen attentively to spoken language and show understanding by joining in and responding. • Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words. • Engage in conversations; ask and answer questions
PE	<ul style="list-style-type: none"> • Use running, jumping, throwing, catching in isolation and in combination. • Play competitive games and apply basic principles suitable for attacking and defending. • Compare their performances with previous ones and demonstrate improvement to achieve their personal best. • Swim competently, confidently and proficiently over a distance of at least 25 metres • Use a range of strokes effectively • Perform safe self-rescue in different water-based situations
PSHE	<ul style="list-style-type: none"> • Community • Remembrance • Peace • Forgiveness • Wisdom • Advent • Christian Charities
RE	<p>GOSPEL</p> <p>What kind of world did Jesus want?</p>