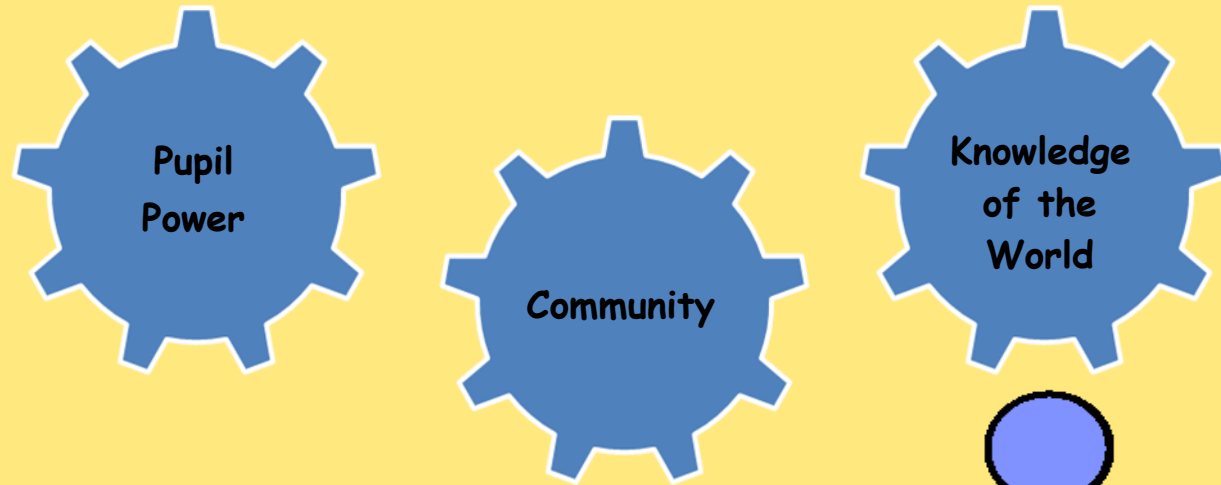




YEAR 3 CURRICULUM MAP

WHITGREAVE WHEELS



SCHOOL CURRICULUM

Autumn - Pupil Power - First Aid Training

Spring - Knowledge of the World Day

Summer - Community - Local Charity fundraiser

On-going - Pupil Power Passports

2021-22 - Community - School Library artwork

E-SAFETY

Autumn 1 - We are Digital Friends
Autumn 2 - We are Internet Detectives

Spring 1 - Safer Internet Day
Spring 2 - We are Aware of our Digital Footprint

Summer 1 - We are Netiquette Experts
Summer 2 - We are Avatar Creators

SCIENCE

Autumn 1 - Animals including Humans (12 hours)
Autumn 2 - Rocks (12 hours)

Spring 1 - Plants (12 hours)
Spring 2 - Forces and Magnets (12 hours)

Summer 1 - Own Project (12 hours)
Summer 2 - Light (12 hours)

PERSONAL DEVELOPMENT

Autumn 1 - Why I'm Special (R), Be Friendly, Be Wise (inc. online) (R) (HWB)
Autumn 2 - Healthy Minds (HWB), Help! (HWB), Say No! (HWB) (R)

Spring 1 - Daring To Be Different (LWW) (R), Respect (R)
Spring 2 - Healthy Lifestyles (HWB), Taking Care of Myself (HWB)

Summer 1 - Money Matters (LWW), Rules, Rights and Responsibilities (LWW), My Community (LWW)
Summer 2 - Dreams and Goals (LWW), Puberty and Reproduction (HWB) (R), All Change (R)

PHYSICAL EDUCATION

Autumn 1 and 2 - Gymnastics & Netball, Gymnastics & Tag Rugby

Spring 1 and 2 - Gymnastics & Festival Sports, Dance & Tennis

Summer 1 and 2 - Athletics, Cricket/Rounders

MUSIC

Autumn 1 - Human Body (Science link)
Autumn 2 - Music Workshop

Spring 1 - Three Little Birds (Reggae)
Spring 2 - The Dragon Song (Pop)

Summer 1 - Bringing Us Together (Disco)
Summer 2 - Reflect, Rewind and Replay (Classical)

RELIGIOUS EDUCATION

Autumn 1 - Growing up in an Islamic family, including Islamic Relief
Autumn 2 - Why is Allah important?
Spring 1 - How do Muslims worship? The 5 pillars
Spring 2 - Islam in our neighbourhood. Visiting places of Worship
Summer 1 - What can we learn from stories in the Holy Book? What can we learn from religion about temptation?
Summer 2 - What difference does belief make?

COMPUTING

Autumn 1 - We are Programmers
Autumn 2 - We are Bug Fixers

Spring 1 - Technology Around Us (Core Competencies + Scratch Jr intro)
Spring 2 - Computer Science - Sequencing

Summer 1 - Animation
Summer 2 - Digital Publishing

ART & DESIGN

Autumn - Skills - Sketching, the local area (linking to Science) (14 hours)

Use sketchbooks to collect, record and evaluate ideas

Summer - Collage and printing skills - (Learn about great artists, architects & designer)
 Artist Study - Giuseppe Acrimboldo (20 hours)

GEOGRAPHY

Autumn - 'Fieldwork and Map work' - School Grounds, fieldwork and map work, vocabulary and direction (12 hours)

Summer - 'Water, water Everywhere!' - Wolverhampton study, the water cycle (20 hours)

Maps/atlas/globes/compass/different fieldwork methods

DESIGN & TECHNOLOGY

Spring - Moving toys, CAMS (14 hours)

Use research and criteria to develop products which are fit for purpose, use annotated sketches and prototypes to explain ideas, evaluate and improve own work, use mechanical systems in own work

HISTORY

Spring - The Victorians (Local area study - The Black Country), Crime and Punishment (20 hours)