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| --- | --- | --- | --- | --- | --- | --- |
|  | **T1 (8)** | **T2 (7)** | **T3 (6)** | **T4 (6)** | **T5 (5)** | **T6 (7)** |
| Theme | **Could you survive the Stone Age?** | **Journey to the North** | **Scrapheap Challenge** | **The survival of the fittest** | **Raiders or Traders?** | |
| English | **Stone Age Boy**  **How to Wash a Woolly Mammoth**  **First Drawing** | **Polar Express**  **Princess and the white bear** | **The Iron Man** | **Wild**  **Tin Forest** | **Arthur and the Golden Rope** | |
| Maths | **Number:**  Place Value  Addition and Subtraction. | **Number:**  Multiplication & Division | **Number:**  Multiplication & Division  **Measurement:**  Money  **Statistics** | **Measurement:**  Length and Perimeter  **Number:**  Fractions | **Number:**  Fractions  **Measurement:**  Time | **Geometry:**  Properties of Shape  **Measurement:**  Mass and Capacity |
| Science | **Rocks** | **Forces (? Pickering TRIP)** | **Magnets Light** | **Plants** | **Animals Including Humans** | |
| Art | **Cave Paintings (charcoal & pastels)**  **Fire Art**  **(paint/printing)** | **Printing**  Winter |  | Artist Study Painting | **Viking Art**  **Textiles**  Weaving (stitching/cutting/joining)  **Clay**  Viking pot | |
| Computing | **Internet Research and Communication**  **E Safety**  **Information posters** | | **Handling Information**  Children to create a Plant Database | | **Control (algorithms)**  **Modelling and Simulations** | |
| DT | **Food Stone Age Gatherers – hygienic food prep & storage.**  **DT Task- Week 7/8** | **School Enterprise Tasks**  Hot chocolate  Cookies | **Design and build an Iron Man with light up eyes (circuit with switch).**  **Work with tools, equipment and components to make model.** |  | **Textiles**  Weaving (stitching/cutting/joining) | |
| Geography |  | Ask geographical questions whilst investigating cold climates  Use atlases.  Understand use of keys on a map.  Locate places on map of Europe.  Map out the journey |  |  | **Map Work**  Use 4 compass points to follow/give directions.  Create a map of route (Iron Man).  Use standard key symbols.  Draw sketch map from high viewpoint. | |
| History | **The Stone Age** |  |  | | **The Vikings** | |
| French | **Moi** | **Les couleurs** | **La jungle** | **Tutti frutti** | **Vive le sport** | **La meteo** |
| Music | **Recognise rhythmic patterns.**  **Perform repeated pattern.** | **Create movement in response to sounds.**  **Comment how music can create different moods.**  **Sing in tune.** | **Select instruments to describe visual images.**  **Create sound textures by combining different sounds.**  **Create music which describes different mood/emotions.**  **Perform from simple notation.** | |  |  |
| PE | **SWIMMING**  **Fitness Frenzy** | **SWIMMING**  **Dance** | **Netball**  **Gymfit Circuits** | **Rounders**  **Boot Camp** | **Orienteering**  **Gymnastics** | **Active Athletics**  **Mighty Movers** |
| PSHE | **Tobacco is a drug** | **Bullying – see it, say it, stop it** | **Strengths and challenges** | **Celebrating difference** | **Saving, spending and budgeting** | **What helps me choose?** |
| RE | **Religious Leaders – Muhammad**  **(Islam)** | **Ways of Describing God**  **Christmas**  **Messengers - Angels** | **Events in the life of Jesus** | **What makes Jesus an inspiration?**  **Easter** | **Rules and how the influence actions** | **Special Places, Sacred Spaces** |

Stokesley Primary Academy: Year Three Curriculum Map: 2019-2020