

# Year 3 – Summer Curriculum Overview

*'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE*

Science	History	Geography
<p><b>Unit: Forces &amp; Motion (Physics)</b></p> <ul style="list-style-type: none"> <li>- Know that forces are pushes or pulls</li> <li>- Know that forces arise when objects interact with each other</li> <li>- Know the different between opposing and balanced forces</li> <li>- Know that friction is a force between two surfaces (friction can increase or decrease depending on the surface)</li> </ul> <p><b>Unit: Magnetism (Physics)</b></p> <ul style="list-style-type: none"> <li>- Know the difference between contact (friction) and non-contact (magnetism) forces</li> <li>- Know what a magnet is and how they work</li> </ul>	<p><b>Unit: Ancient Greece</b></p> <ul style="list-style-type: none"> <li>• Know what a City State was and how they were ruled.</li> <li>• Explain what the Ancient Greeks believed in</li> <li>• Know who Alexander The Great was and what made him a great leader.</li> <li>• Explain ways in which Ancient Greece still influences modern day.</li> <li>• Describe the roles of women and slaves in Ancient Greece.</li> </ul>	<p><b>Unit: Water, Weather and Climate</b></p> <ul style="list-style-type: none"> <li>• Know about the water cycle.</li> <li>• Know why we have seasons.</li> <li>• Know what the weather is like in the UK.</li> <li>• know the difference between weather and climate.</li> </ul>
Computing	Art and DT	Religious Education
<p><b>Unit: Desktop Publishing and Events and Actions</b></p> <ul style="list-style-type: none"> <li>• Know landscape and portrait as page orientations.</li> <li>• Know how different font styles and effects are used for particular purposes.</li> <li>• Know that DTP pages can be structured with placeholders.</li> <li>• Know the following features used to publish: <ul style="list-style-type: none"> <li>-add images</li> <li>-manage layout</li> <li>-shift to add capital letters</li> <li>-return key to create paragraphs</li> </ul> </li> <li>• Know that a program starts because of an input</li> <li>• Know what a sequence is and a program includes sequences of commands and that this is the process and demonstrate this in their work by</li> </ul>	<p><b>Art Unit: Greek Pots and Vases</b></p> <ul style="list-style-type: none"> <li>• Know that highlighting areas of a drawn object with white can create the illusion of reflected light</li> <li>• Predict with accuracy the colours that they mix</li> <li>• Name earthy tones and explore how to create them</li> <li>• Know how to create clay coils and methods of blending and joining clay.</li> <li>• Know how clay can be manipulated to create 3d forms</li> </ul> <p><b>DT Unit: Levers and Linkages</b></p> <p><b>Design</b></p> <ul style="list-style-type: none"> <li>• Know how to annotate a sketch and to produce annotated sketches of their design</li> </ul>	<p><b>Unit: Rules for Living</b></p> <ul style="list-style-type: none"> <li>• Christians believe Moses rescued the people of God from Egypt and brought the ten commandments down from Mount Sinai.</li> <li>• world faiths have rules to follow that have been given to them a long time ago.</li> <li>• Christians try to live out the commandments given by God and Jesus.</li> <li>• the commandments are key in Christianity and Judaism</li> </ul>

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<p>building a sequence, combining and ordering commands.</p> <ul style="list-style-type: none"><li>• Know that the order of commands can affect a program's output.</li><li>• Know that different sequences can achieve the same output and different outputs and create a sequence of commands to produce a given outcome.</li></ul>	<ul style="list-style-type: none"><li>• Know what a prototype is, what its purpose is and to create a prototype for their design.</li><li>• Know that products have to have a purpose and be fit for purpose.</li><li>• Know about who the intended user is and the purpose of their design</li><li>• Know that products need to be functional and appealing.</li></ul> <p><b>Make</b></p> <ul style="list-style-type: none"><li>• Know the purpose of a lever and a linkage and demonstrate how they are used to create movement in their design</li><li>• Know the difference between fixed and loose pivots.</li></ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"><li>• Identify how well a product meets its design purpose</li><li>• Identify how a product has been made</li><li>• Know the purpose of testing their product.</li><li>• Test their product against the original design criteria and with the intended user.</li></ul>	
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