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| Physical Education   * Use running, jumping, throwing and catching in isolation and in combination * Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending * Develop flexibility, strength, technique, control and balance * Perform dances using a range of movement patterns * Compare their performances with previous ones and demonstrate improvements 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 | Design & Technology   * Use research and criteria to develop products which are fit for purpose * Use annotated sketches and prototypes to explain ideas * Select from and use a wide range of tools and equipment accurately * Evaluate existing products and improve own work * Apply their understanding of how to strengthen, stiffen and reinforce more complex structures * Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed; prepare and cook mainly savoury dishes | Geography   * Name and locate the world’s countries, using maps, focussing on Europe including physical/human features * Identify the position and significance of longitude, latitude, Equator, Tropics of Cancer and Capricorn, Arctic and Antarctic Circle * Understand geographical similarities and difference through the study of human and physical geography of a region in a European country * Describe and understand key aspects of physical geography including climate, rivers, mountains, volcanoes and earthquakes * Describe and understand key aspects of human geography including types of settlement and land use * Use the eight points of a compass, symbols and key (including OS maps) to build their knowledge of the UK and wider world * Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs | Computing   * Design, write and debug programs to achieve specific goals, including solving problems * Use logical reasoning to explain how to detect and correct errors in algorithms and programs * Understand computer networks including the internet and how they provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration * Use search technologies effectively, appreciate how results are selected and ranked * Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact | Languages   * Listen to spoken language and show understanding by joining in and responding * Explore the patterns of sounds of language through songs and rhymes and link the spelling, sound and meaning of words * Present ideas and information orally to a range of audiences * Read carefully and show understanding of words and phrases * Appreciate stories, songs, poems and rhymes in the language * Describe people, places, things and actions orally |
| History   * Changes in Britain from the Stone Age to the Iron Age * The achievements of the earliest civilizations – an overview of where and when the 1st civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China | Art & Design   * Use sketch books to collect, record and evaluate ideas * Improve mastery of techniques such as drawing, painting and sculpture with varied materials * Learn about great artists, architects and designers | Music   * Play and perform to a variety of audiences in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression * Improvise and compose music for a range of purposes using the theories of music e.g. pitch, dynamics etc * Listen with attention to detail and record sounds with increasing aural memory * Use and understand staff and other musical notations * Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians | Science   * Working scientifically * Plants * Animals including humans * Rocks * Light * Forces and magnets |  |

Year 3 National Curriculum