Our Lady & St Paul's R.C. Primary School,
A Voluntary Academy
"If I am without love, I am nothing." 1 Corinthians 13

OUR LADY & ST PAUL'S
Roman Catholic Primary School

Year 3 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Religion	**Family** Homes God's dream for every family	**Promises** Baptism/Belonging Visitors Advent World Religion – Islam	**Journeys** Christian family's journey with Jesus	**Eucharist** Listening & Sharing Lent/Easter giving	**Pentecost** Energy Gifts of the Holy Spirit World Religion - Islam	**Reconciliation** Choices Universal Church Special places World Religion - Hinduism
CARITAS Theme	Dignity of the human person	Family and community	Solidarity and the common good	Rights and responsibilities	The dignity of work and stewardship	Stewardship
RHE	**Created and Loved by God** Religious understanding Me, my body, my health Emotional Well-being Life Cycles		**Created to Love Others** Religious understanding Personal relationships Keeping safe		**Created to Live in Community** Religious understanding Living in the Wider World	
English	Fiction – Fairy Tale Non-fiction – Instructions Cross curricular writing – From summer 2	Fiction – Warning Tale Non-fiction – Information Cross curricular writing – Instructions	Fiction – Finding Tale Non-fiction – News Recount Cross curricular writing – Information	Fiction - Portal story Non-fiction – Persuasive Information Cross curricular writing – News Recount	Fiction – Journey Story Cross curricular writing – Information	Fiction – Fantasy Non-fiction – Explanation Cross curricular writing – Recount
Maths	**Place Value** Represent numbers to 100 Partition numbers to 100 Number line to 100 Hundreds	**Addition and Subtraction** Add two numbers (across 10 and 100)) Subract two numbers (across a 10 and 100) Add 2 and 3 digit numbers Complements to 100	**Multiplication and Division** Multiples of 10 Related calculations Reasoning about multiplication Multiply a 2 digit by 1 digit number Link multiplication and division Divide a 2 digit by1 digit number (no	**Fractions** Understand the denominators of unit fractions Compare and order unit fractions Understand the numerators of non unit fractions Understand the whole	**Fractions** Add fractions Subtract fractions Partition the whole Unit fractions of a set of objects Non unit fractions of a set of objects Reasoning with fractions of an	**Shape** Turns and angles Right angles Compare angles Measure and draw accurately Horizontal and vertical Parallel and perpendcicular

	Represent numbers to 1000 Partition numbers to 1000 Flexible partitioning of numbers to 1000 Hundreds, tens and ones Find 1, 10 or 100 more or less Number line to 1000 Estimate on a number line to 1000 Compare numbers to 1000 Order numbers to 1000 Count in 50s **Addition and Subtraction** Numbers bonds within 10 Add and subtract 1s Add and subtract 10s Add and subtract 100s Spot the pattern Add 1s across a 10 Add 10s a cross a 100 Subtract 1s across a 100 Make connections Add two numbers (no exchange) Subtract two numbers	Estimate answers Inverse operations Make decisions **Multiplication and Division** Multiplication Use arrays Multiples of 2, 5 and 10 Sharing and grouping Multiply and divide by 3 The 3 times table Multiply and divide by 4 The 4 times table Multiply and divide by 8 The 8 times table	exchange, flexible partitioning, with remainders) Scaling **Length and Perimeter** Measure in metres, centimetres, millimetres Equivalent lengths Compare lengths Add and subtract lengths What is perimeter Measure perimeter Calculate perimeter	Compare and order non-unit fractions Fractions and scales Fractions on a number line Count in fractions on a number line Equivalent fractions on a number line Equivalent fractions as bar models **Mass and Capacity** Use scales Measure mass in grams Measure mass in kilograms and grams Equivalent masses Compare mass Add and subtract mass Measure capacity and volume in litres and millilitres Equivalent capacities Compare capacity and volume	amount **Money** Pounds and pence Convert pounds and pence Add money Subtract money Find change **Time** Roman numerals to 12 Tell the time to 5 minutes Tell the time to the minute Read time ona digital clock Use a and pm Years, months and days Days and hours Hours and minutes Minutes and seconds Units of time Solve problems with time	Recognise and describe t2 D shapes Draw polygons Recognise and describe 3D shapes Make 3D shapes **Statistics** Interpret pictograms Draw pictograms Interpret bar charts Draw bar charts Collect and represent data Two way table
Science	**Forces** Movement on surfaces Some forces need contact (push/pull)but magnetic forces can be distant Magnetic and non-magnetic materials Magnetic poles Investigate why magnets attract or repel	**Rocks, Soils & Fossils** Investigate how fossils are made, how soil is formed and compare different types of rock. Investigate what different types of rock are made from. Rub test for durability.	**Animals Including humans** Understand the function of a skeleton Understand Bones continue to grow into Adulthood To understand that exercising our muscles has mental and physical health benefits. To learn more about the different movements different joints are capable of.	**Animals Including humans** To understand the difference between vertebrates and invertebrates, endoskeletons and exoskeletons. To understand that foods contain different nutrients. Investigating food labels and classifying foods. To understand what the different food groups are, what a balanced diet is, and why	**Light and Shadows** Why do we need light? How light reflects from surfaces. Direct sunlight can be harmful to eyes and need to be protected. How shadows are formed and how they change during the day	**Plants** Identify parts and functions of plants What are the needs of plants to grow (light, air, water, nutrients) How is water transported within a plant? Plant life cycle and the part flowers play in it.

				this is important for health. I know different foods are needed to have a healthy balanced diet; I can explore the attributes of good scientists.		
Computing	**Safe Use** Differentiate between fact, opinion and belief online. Explain how to deal with upsetting online content. Recognise that digital devices communicate with each other to share personal information. **Networks and internet** Understand what a network is and how the school network works Understand how files are saved and how a school server stores information Understand the website and internet journey	**Data Handling** Explain what is meant by field, record and data. Compare paper and computerised databases. Put values into a spreadsheet. Sort, filter and interpret data in a spreadsheet. Create a graph. Explain the purpose of visual representations of data.	**Safe Use:** Explain what social media platforms are used for. **Programming - Scratch** Identify Scratch as a coding application and explore its different code blocks. Make predictions about what code blocks will do and test these ideas. Create a simple animation by combining motion, speech and wait blocks. Plan how to remix an existing animation by choosing which parts to change. Alter and remix code to create a new version of an animation. Test and debug animations to fix problems and improve the code. Reflect on the changes made, explaining what worked well and what could be improved.	**Computing Systems – Emailing** Log in and out of email. Send a simple email with a subject plus 'To' and 'From' in the body of the text. Edit an email. Type in the email address correctly and send the email. Add an attachment to an email. Write an email using positive language, with an awareness of how it will make the recipient feel. Recognise unkind behaviour online and know how to report it. Offer advice to victims of cyberbullying. Recognise when an email may be fake and explain how they know.	**Safe Use:** Recognise why social media platforms are age-restricted **Computing Systems – inside a computer** Recognise inputs and outputs and that the computer sends and receives information. Explain that the parts of a laptop work together and the purpose of each part. Explain what an algorithm is. Suggest what memory is for inside a computer. Make comparisons between different types of computer.	**Creating Media - Video Trailers** Describe the purpose of a trailer. Create a storyboard for a book trailer. Consider camera angles when taking photos or videos. Import videos and photos into film editing software. Add text to a video. Incorporate transitions between images. Evaluate their own and others' trailers.
Humanities:	**History** Stone Age to Iron	**Geography** Volcanoes and	**History** The Romans	**Geography** South America	**History** Britain's settlements by	**Geography** Mountains (focus -

Geography / History	Age	earthquakes			Anglo-Saxons and Scots	North America)
Art & Design Or Design Technology	**Art** Painting and Mixed Media – Prehistoric Art **Design Technology** Food Eating seasonally	**Design Technology** **Mechanical systems** Pneumatic toys	**Art** Drawing – Growing Artists	**Design Technology** Textiles Cushions	**Art** Craft – Ancient Egyptian scrolls Sculptures – Abstract shape and space	**Design Technology** Structures Constructing a castle **Digital world:** Wearable technology
Music	**Charanga** Writing down music	Recorders	Music Tech Using swipe	Djembe Drums	**Charanga** More Musical Styles	**Charanga** Enjoying improvisation
MFL						
PE						

National Curriculum objectives for English and maths are being followed throughout the year. Plans are subject to change.