

Elson Junior School Curriculum Map

Year 3 - 2019/20

Year 6	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Duration	8 weeks	7 weeks	6 weeks	6 weeks	6 weeks	7 weeks
Topic Title	Heroes and Villains	Ancient Egypt	Africa	Stone Age	Natural World	UPI!
Writing Skills	Sentence types and structure; composition and effect; conjunctions; adverbs; prepositions; cohesion; organisational devices		Sentence types and structure; composition and effect; conjunctions; adverbs; prepositions; cohesion; paragraphs		Embedding taught skills; fronted adverbials	
Reading Skills	Clarify; monitor and summarise; select and retrieve; respond and explain; inference; language for effect; themes and conventions. These skills are taught and embedded in rich texts over the year.					
Maths Domain/key skills	Number and place value; addition and subtraction	Multiplication and division; fractions, geometry,	addition and subtraction; fractions; geometry; time	Multiplication and division; fractions; statistics; measurement	Multiplication and division; geometry; addition and subtraction;	Multiplication and division; fractions; time; length
Science topics	Light and Shadow		Rocks and fossils	Animals and Humans	Plants	Forces and Magnets
History Topic		Ancient Egypt		Stone Age		Transport through time
Geography Topic	The Wider World	Rivers	Africa		Maps	
Art/Design		Clay	Silhouette Paintings	Cave Paintings	Artist Study - Este McCloud	Metal Sculpture
Design & Technology	Shadow Puppets					Cars

Music		Christmas Play	Instrumental skills	Reggae	Music from around the world	Disco
Computing	Using computers	Using computers	Researching	Coding	Coding	Using computers
RE	Messages	Angels	Good and Evil	Easter	Sacred places	Protection
PSHE	Settling in	Feelings	Making friends	Staying safe	Similarities and differences	People and their work
Languages	Spanish					
PE	OAA Fundamental Skills	Gymnastics Bat and Ball Throwing and Catching	Dance Circuit training	Athletics Dance	Athletics Gymnastics	Throwing and Catching Bat and Ball Rounders
Trips				Butser Hill		