

The new National Curriculum 2014 - Year 3

ENGLISH

Reading

- Apply knowledge to read and understand new words
- Read further 'exception' words
- Listen to and discuss a range of fiction, poetry, plays and non-fiction
- Read books structured in different ways and read for a range of purposes
- Use dictionaries to check meaning
- Read a wide range of texts, identifying themes and conventions, and retelling some orally
- Prepare poems and plays to perform
- Discuss interesting words/phrases
- Recognise some forms of poetry
- Check own understanding of reading; ask questions to improve understanding
- Draw inferences and make predictions
- Identify and summarise main ideas
- Identify how language, structure and presentation contribute to meaning
- Retrieve and record information from nonfiction
- Discuss reading with others

Writing

- Spell: words with prefixes and suffixes; homophones; commonly misspelt words
- Use possessive apostrophes with plurals
- Use a dictionary to check spellings
- Write simple dictated sentences
- Increase legibility, consistency and quality of handwriting; use joins appropriately
- Prepare to write by: studying existing texts; discussing and recording ideas; rehearsing sentences orally; building up vocabulary and a range of sentence structures

- When writing: use paragraphs; create settings, characters and plot; use simple organisational devices
- Assess effectiveness of own and others' writing and propose changes to improve consistency
- Proofread spelling and punctuation
- Read own writing aloud
- Use: range of connectives; present perfect tense; nouns/pronouns appropriately
- Use and punctuate: fronted adverbials; direct speech
- Learn and use grammar and terminology in Appendix 2

Spoken language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard Enalish
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

SCIENCE

- Study flowering plants: plant parts, requirements for life/growth, how water is transported, and role of flowers in life cycle
- Identify that animals, including humans. need the right balance of nutrition
- · Identify why humans and some other animals have skeletons and muscles
- Classify rock types
- Describe fossilisation in simple terms
- Recognise that soils are made from rocks and organic matter
- Know that you need light to see and that darkness is the absence of light
- Notice that light is reflected from surfaces
- Know that it is dangerous to look at the Sun
- Know shadows are formed when light is blocked
- Find patterns in changes of shadow size
- Compare how things move on different surfaces
- Know some forces act only on contact, but magnetism acts at a distance
- Observe magnetic attraction and repulsion
- Sort materials into magnetic and nonmagnetic
- Describe magnets as having two poles and predict whether two magnets will attract or repel each other

Working scientifically

- Ask guestions and use enguiries to answer them
- Set up simple practical enquiries and fair tests
- Observe carefully and systematically, taking accurate measurements
- Collect, record, sort and present data
- Record and report on findings in various ways
- Use results to draw conclusions, make predictions, suggest improvements and ask further questions
- Identify differences, similarities and changes
- Use scientific evidence

LANGUAGES (KS2)

- Listen and respond
- Explore language through stories, songs, poems and rhymes
- Converse; ask and answer questions; express opinions; seek help
- Speak in sentences
- Develop accurate pronunciation
- Express ideas and describe things orally and in writing
- Understand written words and phrases
- Broaden vocabulary
- Understand basic grammar

ART AND DESIGN (KS2)

- Use sketchbooks to collect, record and evaluate ideas
- Improve skills in drawing, painting and sculpture, using various materials
- Learn about great artists, architects and designers

MUSIC (KS2)

- Use voice and instruments with increasing accuracy, control and expression
- Improvise and compose music
- Listen with attention to detail
- Use and understand musical notation
- Appreciate a wide range of live and recorded music
- Develop understanding of musical history

For Religious Education – continue to follow the locally agreed syllabus.

An overview of the statutory requirements from the new National Curriculum published in September 2013. Jigsaw posters developed by Michael Tidd.

DESIGN AND TECHNOLOGY (KS2)

- Develop products fit for purpose
- Communicate design ideas in various ways
- Use a wider range of tools and materials
- Evaluate existing products and improve own products • Build and strengthen more
- complex structures
- Use mechanical, electrical and computing systems in own products
- Understand and apply principles of a healthy diet
- Prepare and cook mainly savoury dishes
- Understand seasonality

GEOGRAPHY (KS2)

- Locate the world's countries, focusing on Europe and the Americas
- Study UK counties, cities, regions, physical features, land use and changes over time
- Identify the lines and zones on a globe, including time zones
- Compare a UK region with one in Europe and one in the Americas
- Understand key aspects of physical and human geography
- Use maps, atlases, globes and digital/computer mapping
- Use eight points of the compass, four-/six-figure grid references, symbols and keys
- Use a range of methods to study the local area

HISTORY (KS2)

- Changes in Britain from Stone Age to Bronze Age
- Roman Empire and its impact on Britain
- Settlement of Britain by Anglo-Saxons and Scots
- Vikings and Anglo-Saxons in Britain (to 1066)
- An aspect of British history extending past 1066
- Local history study
- Overview of earliest civilizations and in-depth study of one (Ancient Sumer, Indus Valley, Ancient Egypt or Shang Dynasty)
- Ancient Greece
- A non-European society (early Islamic, Mayan or Benin)

COMPUTING

- (KS2)
- Design, write and debug programs
- Use sequence, selection and repetition in programs
- Use logical reasoning
- Understand computer networks
- Use search technologies
- effectively • Create a range of digital products
- (including for handling data) Use technology safely, respectfully and responsibly

PHYSICAL EDUCATION (KS2)

- Use running, jumping, catching and throwing
- in isolation and in combination • Play competitive games, modified as
- appropriate
- Develop flexibility and control in gym, dance and athletics
- Take part in outdoor adventurous activities Compare performances to achieve personal bests
- (KS1 or KS2) Swim at least 25 metres; use a range of strokes; perform self-rescue

MATHEMATICS

Number

- Count from 0 in 4s, 8s, 50s and 100s; find 10 or 100 more/less
- Numbers to 1000: recognise place value of each digit; compare and order; read and write in numerals and words
- Identify, represent and estimate numbers in different ways
- Mentally add and subtract ones, tens or hundreds to/from numbers with up to three diaits
- Add and subtract numbers with up to three digits in columns
- Estimate answers and check using inverse operations
- Learn 3, 4 and 8 times tables
- Multiply and divide two-digit by one-digit numbers
- Use tenths and count in tenths
- Recognise, find and write fractions of sets of objects
- Recognise and use fractions as numbers
- Recognise some equivalent fractions
- Add/subtract fractions with the same denominator up to <1
- Order unit fractions and fractions with common denominators

 Solve problems relating to all aspects of number

Measurement

- Measure and calculate with metric units
- Measure perimeter of simple 2D shapes
- Add/subtract money in context
- Tell analogue time (including Roman numerals and 12- and 24-hour clocks)
- Estimate and read time to nearest minute; record and compare times; use time vocabulary
- Know the number of seconds in a minute and days in each month/year/leap year
- Compare durations of events

Geometry

- Draw 2D and make 3D shapes
- Recognise angles as a property of a shape or a description of a turn
- Identify right angles; use them to describe fractions of a turn; compare other angles to them
- Identify horizontal, vertical, perpendicular and parallel lines

Statistics

• Interpret, draw and answer one- and two-step questions about bar charts, pictograms and tables