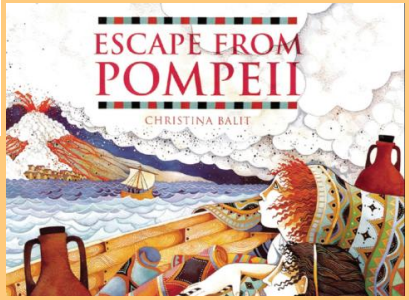
YEAR 3 CURRICULUM MAP AUTUMN 2

Foundation Subjects	
To understand the history of a sea shanty and write and perform our own. (Music)	**To continue learning how to keep safe when using technology (e-safety) and develop a growing understanding of basic programming skills. (Computing)**
To understand why people live near volcanoes. (Geography)	**To design and create a cushion that includes cross-stitch and applique. (D&T).**
To understand that everyone is unique and to recognise, respect and value the differences between ourselves and others. (PSHE)	**To be able to say colours, numbers and shapes in French. (French)**

Science
To compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.



RE	PE
To explore what Christmas means to different people, including understanding that Christians believe Jesus was God's gift to the world, and to reflect on what Christmas means personally to them.	**To develop flexibility, control and balance across a range of disciplines.**

Key Curriculum Vocabulary	Definition
Volcano (geography)	A mountain that can erupt and let out hot lava, gases, and ash.
Lava (geography)	Hot, melted rock that flows out of a volcano.
Fossil (science)	The remains or imprint of a plant or animal that lived long ago.
Erosion (science)	When wind or water wears away rock or soil.
Rhythm (music)	The pattern of beats in a piece of music.
Chorus (music)	The part of a song that repeats and everyone sings together
Fabric (D&T)	Cloth made from threads or fibres.
Stitch (D&T)	A loop of thread made when sewing.
Applique (D&T)	A way of decorating fabric by sewing smaller pieces onto it.

English	Key	Definition
Genres: Narrative and Non-Chronological reports **We will be writing a setting de-scription based on images and language from Escape from Pom-peii. We will be writing a non-chronological report about how a volcano erupts.** **Grammar focusses:** **Verbs – present perfect and past perfect** **Personal pronouns (subject and object) and where to use them in the sentence Knowing when to use "a" and "an". Identify all the word classes of a simple sentence.**	**Simile**	A **simile** compares one thing to another using the words **"like"** or **"as"** to make a description more vivid
	Metaphor	A **metaphor** says something **is** something else to create a strong image — it doesn't use *like* or *as*.
	Personificati on	**Personification** gives **human qualities** to things that are not human.
	Non-chronologica l	**Non-chronological** means **not in time or-der**. A **non-chronological report** gives infor-mation about a topic, but it isn't told as a story or in order of events
	Explanation	An **explanation** text **tells you how or why something happens**. It often uses **cause and effect** language like *because*, *so*, and *therefore*.

Maths	Key vocabulary	Definition
Addition and Subtraction: To use place value grids and formal written meth-ods. **Multiplication and Divi-sion: to use equal groups, arrays and number facts to multi-ply and divide, and begin to understand related facts and the connection between multiplication and divi-sion.**	**Partition**	To split a number into parts to make calcu-lations easier (e.g. 73 = 70 + 3).
	Flexible partition	Breaking numbers in different ways to make a problem easier to solve (e.g. 46 + 38 → 40 + 30 + 6 + 8).
	Bar model	A diagram that uses bars to show parts and wholes — useful for all four operations.
	Inverse	An opposite operation that can be used to check an answer (e.g. subtraction is the inverse of addition).
	Strategy	A method or plan used to solve a calcula-tion (e.g. partitioning, using a number line, or an array).
	Commutative	The order of numbers can change but the answer stays the same (e.g. 4 × 5 = 5 × 4).