	Sparkenhoe Primary School Discrete Curriculum Overview 2019 2020											
<u>Year 3</u>												
Subject	<u>Block A</u> 07.09.20 – 16.10.20	<u>Block B</u> 26.10.20 – 04.12.20	Block C 07.12.20 – 29.01.21	Block D 01.02.21 – 19.03.21	<u>Block E</u> 22.03.21 - 14.05.21	<u>Block F</u> 17.05.21 - 02.07.21						
Science	<u>Animals including humans</u> Children identify and understand nutrition. They also investigate muscles and skeletons.	<u>Rocks</u> Children compare and group together different kinds of rocks by properties.	Forces and magnets Children compare and investigate magnetic forces. They investigate what is magnetic and what is not.		<u>Plants</u> Children identify and describe the functions of different parts of plants and the requirements of plants.	<u>Light</u> Children learn that they need light in order to see. They learn about the sun and how shadows are formed.						
PE	<u>Net Games</u> Children learn to volley a ball with a racket.	Strength and Conditioning Children understand the importance of strength and conditioning training. Children learn the sprint start position.	<u>Gymnastics</u> Children perform and hold different balances.	Invasion Games Children learn and apply attacking and defending strategies to 2v1, 3v2 situations	<u>Athletics</u> Children learn to long jump and triple jump.	<u>Striking and Fielding</u> Children learn to bowl a ball underarm. Children lean to hit a ball in motion						
Computing	<u>E-Safety</u> Children learn to stay safe in the digital world.	We are Programmers Children create a short animation using J2E to program a sprite.	<u>Microbits</u> Children use an online platform to simulate programming a functional object.	We are Presenters Children create and edit a video presenting on a topic of their choice.	We are Network Engineers Children investigate how computer networks work.	<u>Using Microsoft</u> <u>PowerPoint</u> Children learn how to create a PowerPoint presentation including how to add effects to slides.						
Music	<u>Pulse & Rhythm</u> Pulse of 3 & 4. Creating repeatable patterns of sounds. Rhythm grids with tuned percussion.	<u>Ostinato</u> Cup song rhythm grid. Creating own rhythm grids. Building rests in to grids, internalising sound	<u>Voice</u> Learning to warm our voices independently. Use of intonation and expression in song. Exploring other body sounds. Singing in parts and rounds.	Structure & Form Identifying the structure and form of pop songs - verse, chorus & bridge. Using this method to create their own song structures.	Pitch, Dynamics & <u>Timbre</u> Identifying sounds without visual aid. Using body percussion. Identifying pitch using tuned percussion.	<u>Glockenspiel</u> Begin to learn to play the Glockenspiel. Basic technique and awareness of sound created. Identifying sheet music.						
RE		Why are the Bible and Jesus important to Christians?		Why are festivals important?		Why do people pray?						
PSCHE	Building Positive Relationships		Health and Wellbeing		Living in the wider world							

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<u>Block 1</u> 07.09.20 – 16.10.20	<u>Block 2</u> 26.10.20 – 11.12.20	1 spare week 14.12.20	<u>Block 3</u> 05.01.20 – 26.02.20	<u>Block 4</u> 01.03.20 – 30.04.20	<u>Block 5</u> 04.05.20 – 25.06.20	2 spare weeks. 29806.20 - 9.07.2				
<u>Meet the Ancestors</u>	<u>Frozen in Time</u>		Coming to Americal	The Ancient Egyptians	<u>Robot Wars</u>					
Meet the Ancestors History The children learn about the lives of Stone Age people, how they lived, where they lived and how their lives were different to ours. They will know about the development and changes during this time. Design and Technology Children learn how wheels were used in the Stone Age and why the circle is the most effective shape to use. They will look at existing evidence of Stone Age carts and unpick how they were constructed. From this they will design and make their own cart that fits a specific criteria.	Frozen in Time Art Children learn about the work of Andy Goldsworthy. They locate some sculptures in the local area and learn some simple sculpting techniques so they can create their own sculptures. Geography The children learn to use the 8 points of a compass to map a route of a walk that goes past some local sculptures. They make an accurate map of the school grounds using a key. They collect data to establish where the best place in the school grounds to place a sculpture is.		Coming to Americal Geography Children learn to name and describe the location of North American countries and some of the prominent cities. They name, describe and locate some physical features and answer questions using data. They will make comparisons to Leicester and the UK. Mrt Children learn about the life of Andy Warhol and recognise some of his work. They describe some features of his work and how they were created. Finally the children make their own Andy Warhol style pieces using both IT and different printing techniques. Design and Technology (Cooking) Children learn to make an	The Ancient Egyptians History The children learn about the lives of Ancient Egyptians. They learn about their religious beliefs, how they lived and what they have left for people to discover. Geography The children will know the location of Egypt and be able to describe it using other places as a reference. They learn about why the Ancient Egyptians settled on the banks of the Nile. They make comparisons to the UK. Performance: Week beginning 22 nd March	Robot Wars Design and Technology Children learn how robots are used in everyday life. They look at the designs of different robots and make their own success criteria for their designs. They use a variety of joining and cutting techniques to make a junk robot with at least one mechanical part to compete in a "battle". Art Children learn about different genres and styles of art, being able to identify them by their stylistic features. They use a variety of techniques to create different pieces of the					
			American traditional dish. They learn to use tools appropriately, understand where the ingredients of the dish have come from and how it fits in with a balanced diet.		same basic image (a robot) using learnt features of the different styles.					