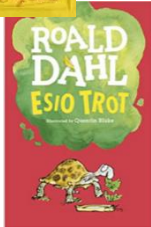
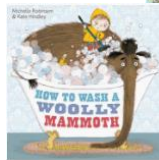
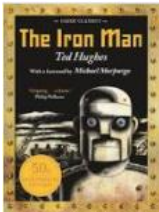
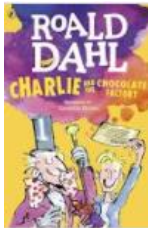
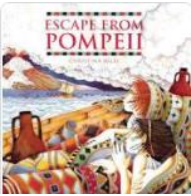
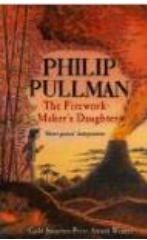


Year 3 CURRICULUM 2026/27



Key:

T = Topic SA = Stand-a-lone SLD = Super Learning Day

Term:	Autumn 1 6 weeks 3 days + 1 INSET	Autumn 2 7 weeks	Spring 1 5 weeks 4 days + 1 INSET	Spring 2 4 weeks 4 days + Good Friday	Summer 1 6 weeks 4 days + Bank Holiday	Summer 2 7 weeks
Topic	Animalmania	Set in Stone	Mighty Metals	Scrumdiddlyump tious	What did the Romans do for us?	Let there be Light!
Curriculum Enhancements Includes trips, SLD, visitor, topic box etc...	Trip to Owl Sanctuary Science Super Learning Day Computing SLD	Wheal Martyn – Rock Workshop	Castle an Dinas (afternoon/weather permitting) Science Super Learning Day – Forces and Magnets Songfest – Hall for Cornwall	Super Learning Day – design/make biscuits (linked to DT)	Super Learning Day/Dress up Trip to Truro museum Art SLD	Porthpean Camp Rugby – Cornish Pirates
Key Linked Texts	 	  				

English (For more coverage detail see our TPAT Writing Curriculum)	Writing to entertain Character Description	Writing to inform Letter	Writing to entertain Setting Description	Writing to inform/persuade Persuasive Speech	Writing to entertain 3 rd Person Narrative	Writing to inform Non-Chronological Report
Maths (For more detail see our school Maths Policies.)	Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions	Measures	Geometry Statistics
Science	Animals (including Humans)	Rocks	Forces + Magnets		Plants	Plants Light
Geography 	Climate Zones Additional opportunities: – Deserts			North America		Rio and Brazil
History		Stone Age	Bronze Age Iron Age	Mayans	Romans	

Art 	Drawing: Developing Drawing Skills	Painting and Mixed Media: Prehistoric Painting	Sculpture and 3D: Abstract shape and space			Craft and Design: Ancient Egypt
DT 	Mechanical systems: Making a slingshot car		Mechanical systems: Pneumatic toys Robot in a box	Food: Adapting a recipe New biscuits for Wonka Factory		Food: Eating Seasonally
RE 	Unit 19 What is it like for someone to follow God?	Unit 20 What is the Trinity and why is it important for Christians? (Incarnation/God)	Unit 21 How do festivals and worship show what matters to a Muslim? (Ibadah)	Unit 22 How do festivals and family life show what matters to Jewish people? (God, The Torah, The People)	Unit 23 What do Christians learn from the creation story? (Creation/Fall)	Unit 24 How and why do people try to make the world a better place? (Thematic)
PSHE 	The Internet and everyday life Physical activity	Teamwork skills Road safety	Everyday feelings Expressing feelings	Every day drugs Strategies to support wellbeing	World of work Spending money	Sun Safety

	Affect and Reflect When screen time goes on too long	Making new friends online Buy or sell?	Real-life and online identity Identifying Information	Choose wisely: Should I share? Other People's Projects	Look closely Right or Wrong?	Plotting the path Trust tips
MFL – Spanish 	Phonetics 1 I am Learning Fr/Sp/It	Animals	Instruments		I Am Able ... (Fr) I Know How To... (It/Sp)	Fruits or Vegetables
PE 5 x 30min lessons a week: M= REAL PE Warm up T= REAL PE Skills W= REAL PE Skill Application T= Traditional PE F= Fitness Friday  	(SA) REAL PE: Personal Cog. Skills = Co-ordination + Static Balance (SA) Traditional PE = Netball	(SA) REAL PE: Social Cog. Skills = Dynamic Balance to Agility + Static Balance (SA) Traditional PE = Hockey	(SA) REAL PE: Cognitive Cog. Skills = Dynamic Balance + Co-ordination (SA) Traditional PE = Gymnastics (Real Gym)	(SA) REAL PE: Creative Cog. Skills = Co-ordination + Counter Balance (SA) Traditional PE = Football	(SA) REAL PE: Physical Cog. Skills = Agility + Static Balance (T) Traditional PE = Dance (REAL Dance)	(SA) REAL PE: Health + Fitness Cog. Skills = Agility + Static Balance (SA) Traditional PE = Athletics/Rounders
MUSIC 	Let Your Spirit Fly		Three Little Birds			Bringing Us Together

COMPUTING  E-Safety is covered through our PSHE scheme - Natterhub. See above. 	Computing Systems and Networks	Programming A – Sequence in Music			Creating Media A - Animation	
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