



Kibblesworth Academy

Class plan - Year 3 Our Curriculum



Tremors

Geography



Urban Pioneers

Geography



Predator!

Science



Tribal Tales

History



Gods and Mortals

History



Mighty Metals

Science

Suggested text

The Firework
Maker's
Daughter – Philip
Pullman

Emil and the
Detectives –
Erich Kästner;
The Family from
One End Street –
Eve Garnett

The Sheep Pig –
Dick King-Smith

Stig of the Dump
– Clive King

Greek Myths for
Young Children –
retold by Heather
Amery

The Iron Man –
Ted Hughes

Memorable experience

Rock hunt

Bus trip to town

Animal
experience

Visit a prehistoric
site

Meet Zeus

Visit a local
playground

Innovate challenge	Emergency plan for a volcano eruption	Make public art	The ultimate predator	Construct a monument	Pandora's box	A friend for the Iron Man
English	Recounts; Poetry; Narratives; Newspaper reports	Leaflets; Free verse poetry; Autobiographies; Email; Signs and slogans	Recounts; Leaflets; Poetry; Dilemma stories; Speeches	Information texts; Adventure narratives; Fact files; Letters; Poetry	Character profiles; Diaries; Instructions; Myths and legends; Character descriptions	Non-chronological reports; Explanations; Instructions; Poetry; Recounts
Geography	Volcanoes and earthquakes	Fieldwork	Fieldwork; Using maps	Fieldwork; Human and physical geography; Using maps and aerial images	Ancient and modern day Greece; Geographical features; Using maps	
Computing	Presenting information	Digital maps; Programming; Audio recording; Online research	Algorithms; Flow diagrams; Online research; Using logical reasoning; Graphics software; Presentations		Using presentation software	Creating spreadsheets; Using presentation software

Art and design	Sculpture; Photography	Photography; Graffiti art; Observational drawing	3-D models	Neolithic art; Clay beakers; Iron Age jewellery	3-D sculpture; Greek art and design	Embossed pattern and pictures; Making jewellery
Design and technology	Structures		Selecting and using materials	Designing and making tools; Building structures	Moving parts; Making models	Product evaluation; Research; Selecting materials; Making vehicles; Building an iron man; Using electrical circuits
History	Ancient Rome – Pompeii	Local history study		Prehistoric Britain – Stone Age to Iron Age	Ancient Greece	
Music	Composing					Performing
Understanding the world						
Personal, social and health education	Topical issues	Being safe; Presenting opinions		Lives of others	Resolving differences	
Expressive arts and design						

Science	Rocks	Light and dark; Sources and reflectors; Shadows; Sun safety; Working scientifically	Food chains; Fossils; Plant parts and functions; Water transportation in plants; Skeletal systems; Working scientifically	Plants; Light; Working scientifically		Forces and magnets; Working scientifically
Physical education	Outdoor and adventurous challenges		Comparing performances; Competitive games		Athletics; Battle formation; Dance	Using equipment
Linked investigations (LTI)	What is sand?	Why do cat's eyes glow at night? Why do shadows change? What are sunglasses for?	How do fossils form? What are our joints for? Why are trees tall? What do owls eat? How do worms move?	Do plants have legs? What are flowers for?	Why did Icarus fall from the sky?	Can you block magnetism? Why do magnets attract and repel? What does friction do? How mighty are magnets?