

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 non-fiction
- 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

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

- 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 English
- 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 non-magnetic
- Describe magnets as having two poles and predict whether two magnets will attract or repel each other

Working scientifically

- Ask questions and use enquiries 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

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

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

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

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

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 digits
- 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

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)

- 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