Yearly plan – Year 3 – 2025-2026

	Topic Title	Memorable Experience	English	Science	History	Geography	Computing	Art and Design	DT	PE	RE	PSHE	MFL	Music
Autumn 1	Predators	Visit from exotic animals	**Fiction** Just So Stories **Non Fiction** Fact Files	Animals Including Humans		Locational knowledge - Climates, climate zones and global warming	Branching Databases - Building and using branching databases to group objects using yes/no questions	Painting Henri Rousseau acrylic painting		Tag rugby Games sense	Islam How does a Muslim show their submission and obedience to Allah?	Being me in my world	Phonetics I am learning French	Develop singing voices Sing simple songs with small range; Kodály hand sign call and response
Autumn 2	Scrumdiddlyumptious	Walk to Waitrose	**Fiction** Character Description **Non Fiction** Instructions **Poetry** Nonsense Poetry	Forces and Magnets		Human geography - Places that grow fruits, importation and exportation and Fairtrade	Connecting Computers - Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks		Food Technology - Cooking and Nutrition	OAA – problem solving Football	Christianity How do Christians show that reconciliation with God and others is important?	Celebrating difference	Animals	Christmas songs for carol services. Performance skills
Spring 1	Tremors	Visit from a geologist?	**Fiction** Adventure Story **Non Fiction** Newspaper Reports	Rocks		Physical geography - Volcanoes and earthquakes	Desktop Publishing - Creating documents by modifying text, images, and page layouts for a specified purpose	Sculpture paper mache Collage – mosiac		Gymnastics Net and Wall games (tennis)	Hinduism Why do Hindus want to collect good karma?	Dreams and goals	Instruments	Performance skills – consolidating diction for effective communication with audience
Spring 2	The Empire Strikes	Trip to Colchester Castle?	**Fiction** Diaries **Non Fiction** Explanation **Poetry** Calligram		Roman Empire		Sequencing Sounds - Creating sequences in a block-based programming language to make music.		Structures - Aqueducts	Dance Athletics (running)	Christianity Is the cross a symbol of love, sacrifice or commitment for Christians?	Healthy me	I am able… I know how to…	Yr 3 & 4 Show Songs
Summer 1	Myths and Legends	Greek Day	**Fiction** Narrative myth **Non Fiction** Letters	Plants	Ancient Greeks		Stop-Frame Animation - Capturing and editing digital still images to produce a stop-frame animation that tells a story		Mechanisms - Moving books – Greek Gods	Swimming/ Sports day Striking and Fielding (Cricket)	Christianity What do Christians mean when they talk about the Kingdom of God?	Relationships	Ice-creams	Body percussion - Play percussion instruments - Folk dance
Summer 2	Tribal Tales	Trip to Celtic Harmony	**Fiction** Narrative **Non Fiction** Recounts **Poetry** Performance	Light	Stone Age		Events and Actions in Programs - Writing algorithms and programs that use a range of events to trigger sequences of actions.	Drawing To produce a cave drawing in the style of Palaeolithic historical findings of cave paintings linked to Stone Age.		Swimming/ Sports day Bat and Ball games (Rounders)	Judaism What symbols and stories help Jewish people remember their covenant with God?	Changing me		Carnival of Animals - Identify musical elements (fast/slow, legato/staccato) and instruments