Year 3 - Year on a Page - 2026-2027

Autumn 2026	Spring 2027	Summer 2027
CUSP Reading • Greta and the Giants • Pebble in my Pocket • Leon and the Place Between • 'Twas the Night before Christmas Anon	• Sam Wu is Not Afraid of the Dark • Operation Gadgetman (includes; My Shadow - Robert Louis Stephenson)	• Dancing Bear • The Magician's Nephew
HFL Writing • Fixing full stops • Narrative (journey) • Fable • Non-chronological report	• Narrative (focus on setting and dialogue) • Persuasive speech • Narrative Poetry (kennings) • Poetry (calligrams & free verse)	• Personal Narrative (memoir) • Persuasive letters • Instructions • Non-chronological report
Maths		
• Place Value and Regrouping • Counting On and Back in Ones, Tens and • Hundred Estimation, Magnitude and • Rounding • Measures – Comparison, • Estimation and • Magnitude • Mental Fluency – Addition • Mental Fluency – Subtraction • Fact Families and Applying the Inverse • Written addition • Written subtraction • Problem Solving – Worded Problems • Statistics – Interpreting Bar Charts and Tables • Angles, Right Angles and Estimation • Perpendicular and Parallel Lines, Vertical and Horizontal Lines • 2-D Shape – Properties and Drawing Perimeter Including Problem Solving • Using Written and Mental Methods	• Multiplication – 3, 4 and 8 Times Tables including Counting • Division – 1, 2, 3, 5, 4 and 8 Times Tables • Multiplication – Strategy, Associative and Distributive Laws • Statistics – Pictograms and Scaled Bar Charts • Multiplication and Division Worded Problems • Summer1 • Fractions – Finding Fractions of Discrete and Continuous Quantities • Ordering and Comparing Fractions • Adding and Subtracting Fractions with the Same Denominators • Fractions – Problem Solving with Unit and Non-Unit Fractions • Multiplication – Multiplying Multiples of Ten	• Division Problem Solving – Sharing and Grouping • Division – Two and Three-Digit Numbers by One-Digit Numbers including Halving • Multiplication, Division and Fractions – Scaling and Correspondence • Problems Division – Long Division • Time – Hours, Minutes, Seconds, Days, Weeks, Months, Years • Time – Telling the Time (Analogue and Digital) and Estimation • Time – Duration • Securing the Four Operations with Whole Number including Problem Solving • Place Value and Decimals – Ten Times Greater and Ten Times Smaller • Place Value and Decimals – Regrouping • Place Value and Decimals – Estimation, Comparing and Rounding

	• Multiplication – Formal Written Multiplication	• Measures – Measuring and Problem Solving • 3-D Shape – Building and Identifying Properties
CUSP Science • Rocks • Animals, including humans • Revisit Rocks	• Forces and magnets • Plants	• Light
Art		
• Painting <u>Themed Week:</u> • Collage and Textiles – Weaving	• Drawing	• Sculpture
Computing		
Twinkl Plan-It: Online Safety • To know what cyberbullying is and how to address it • To understand how websites use advertisements to promote products • To create strong passwords and understand privacy settings • To safely send and receive emails • To explore different ways children can communicate online • To use knowledge about online safety to plan a party online NCCE: Creating Media A: Animation • To explain that animation is a sequence of drawings or photographs • To relate animated movement with a sequence of images • To plan an animation • To identify the need to work consistently and carefully • To review and improve an animation • To evaluate the impact of adding other media to an animation	NCCE: Creating Media B: Desktop Publishing • To recognise how text and images convey information • To recognise that text and layout can be edited • To choose appropriate page settings • To add content to a desktop publishing publication • To consider how different layouts can suit different purposes • To consider the benefits of desktop publishing NCCE: Programming A: Sequence in Music • To explore a new programming environment • To identify that commands have an outcome • To explain that a program has a start • To recognise that a sequence of commands can have an order • To change the appearance of my project • To create a project from a task description	NCCE: Computing Systems & Networks: Connecting Computers • To explain how digital devices function • To identify input and output devices • To recognise how digital devices can change the way we work • To explain how a computer network can be used to share information • To explore how digital devices can be connected • To recognise the physical components of a network NCCE: Data & Information: Branching Databases • To create questions with yes/no answers • To identify the object attributes needed to collect relevant data • To create a branching database • To explain why it is helpful for a database to be well structured • To identify objects using a branching database • To compare the information shown in a pictogram with a branching database

CUSP Design and Technology • Textiles Block A • Food and Nutrition Block B	• Mechanisms Block C	• Food and Nutrition Block D • Systems Block E • Structures Block F
CU Geography • UK Study	• Fieldwork – human and physical features	• OS maps and scale
CUSP History • Stone Age – Iron Age	• Stone Age – Iron Age 19.03.27 - Celtic Harmony trip	• Rome and the impact on Britain
CUSP Music - mastering the glockenspiel Untuned percussion • Untuned focus: Mastering rhythm Block B • Recognise beats in a bar (time signatures/metre) Block B Christmas performance practise: • Singing as an ensemble • Using body percussion	Music Singing • Singing focus: Introducing texture Block A • Sing parts in an ensemble (e.g. rounds) Block A Glockenspiel • Tuned focus: Musical notation Block D • Introduce the staff Block D	Music Glockenspiel • Tuned focus: Composition Block E • Compose in pairs Block E Range of instruments studied • Performance focus: Introducing timbre Block F • Perform as an ensemble (range of instruments) Block F
MFL - French - Language Angels		
• Les salutations (Greetings)	• Les animaux (Animals)	• L'ancienne histoire de la Grande-Bretagne (Ancient Britain) • Languages Day Summer 1
PE - Complete PE		
• Invasion Games 1 (Game sense) • Gymnastics 1 (symmetry and asymmetry) • OAA (Communication and Tactics) • Invasion Games 2 (Netball)	• Invasion Games 3 (Tag Rugby) • Dance (Wild Animals) • Dance (Witches and Wizards) • Invasion Games 4 (Basketball)	• Strike/Field (Golf) • Swimming (2 weeks) • Athletics 1: Running • Athletics 2: Competitions • Net/Wall: Tennis

PSHE - EC Publishing		
<u>Health and Wellbeing</u> • Feelings and me (coping strategies) • Resilience and Self-esteem • Exercise and wellbeing • Grief and loss • Personal identity <u>Living in the Wider World</u> • Jobs and sectors • Careers and skills • Targets and goals • Career routes • Stereotypes	<u>Relationships Education</u> • Role models • Manners and politeness • Family and me • People who care for me • Caring for others <u>Health and Wellbeing</u> • Personal safety and risk • Fire safety • First aid 1 (Burns and scalds) • Healthy eating • What is a habit? • Healthy choices	<u>Relationships Education</u> • Seeking permission • Privacy and boundaries • Friendship boundaries • Respectful behaviour • Bullying or teasing <u>Living in the Wider World</u> • Rules and laws • Rights and responsibilities • Community responsibilities • E-safety • Age-appropriate content • Why is the News important?
Leader in Me		
• Module 1 - Habits 1-4 (4) • Module 2 - Habits 5-8 (4) • Module 3 - Thinking about thinking (2) • Module 4 - Growth mindset (2) • Module 6 - Recognising my emotions (4) • Module 7 - Regulating my emotions (4)	• Module 14 - Getting and staying organised (4) • Module 18 - Building character (4) • Module 21 - Thinking win-win (4) • Module 22 - Acting with courage and consideration (4) Spring 1- Leadership event	• Module 23 - Standing up for others (4) • Module 25 - Speaking respectfully (4) • Module 27 - Working with others (4) • Module 29 - Creating third alternatives (4) • Module 31 - Persevering through challenges (4) • Module 32 - Finding my voice (2) • Module 33 - Using my voice to help others (2)
RE • Sikhism (Immersion Day)	• Christianity	• Humanism