

Year 3 Curriculum Objective Overview

Autumn Term

Keeping Healthy

English - Familiar Settings, Instructions Writing Writing / GPS

- Read and spell words ending in -le (2b unit 8)
- Read and spell words ending in -el (2b unit 9)
- Read and spell words ending in -al (2b unit 10)
- Read and spell words ending in -ful (2b unit 11)
- Read and spell words ending in -less (2b unit 12)
- Read and spell words ending in -ment (2b unit 13)
- Read and spell words ending in -tion (2b unit 14)
- Read and spell words ending in -es (2b unit 15)
- Use a or an correctly (e.g. an apple, a box)
- Show I understand how word families are related in form and meaning (e.g. solve, solution, solver, dissolve, insoluble)
- Show time, place and cause using adverbs (e.g. then, next, soon, therefore)
- Show time, place and cause using prepositions (e.g. before, after, during, in, because of)
- Use the diagonal and horizontal strokes that are needed to join letters and understand which letters, when adjacent to one another, are best left unjoined

Reading

- Attempt pronunciation of unfamiliar words drawing on prior knowledge of similar looking words
- Discuss the texts that I read
- Read aloud and independently, taking turns and listening to others
- Ask relevant questions to get a better understanding of a text
- Predict what might happen based on the details I have read
- Draw inferences, such as inferring a characters' feelings, thoughts and motives from their actions
- Use a dictionary to check the meaning of unfamiliar words
- Identify the main point of a text



Maths

- Find 10 more or less than a given number
- Count from 0 in multiples of 4, 8, 50 and 100
- Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- Compare and order numbers up to 1000
- Read and write numbers up to 1000 in numerals and in words
- Add and subtract numbers with up to three digits, using formal written methods
- Estimate the answer to a calculation and use inverse operations to check answers
- Recall and use multiplication facts for the 4 times table
- Recall and use division facts for the 4 times table
- Measure, add and subtract lengths (m/cm/mm)
- Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
- Recognise angles as a property of shape or a description of a turn
- Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle (acute and obtuse knowledge)
- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines
- Add and subtract numbers mentally, including: a three-digit number and ones, a three-digit number and tens, a three-digit number and hundreds
- Add and subtract numbers with up to three digits, using formal written methods
- Estimate the answer to a calculation and use inverse operations to check answers
- Solve problems, including missing number problems, using number facts and place value
- Add and subtract amounts of money to give change, using both £ and p using one-step problems

Science - Animals, including humans - nutrition

- Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat
- Identify that humans and some other animals have skeletons and muscles for support, protection and movement

Computing - Word and Publisher and E-safety rules

- Select, use and combine a variety of software (including internet services) to design and create a range content that accomplish given goals, including collecting, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Design and Technology - Healthy Sandwich (Balanced Diet)

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams
- Select from and use a wider range of materials and components, including ingredients, according to their functional properties and aesthetic qualities
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Understand and apply the principles of a healthy and varied diet
- Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed

Geography - Welcome to our school

Place Knowledge

- understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom (Driffield Junior School)

Human and physical Geography

Describe and understand key aspects of:

- human geography, including: types of land use

Geographical skills and fieldwork

- use maps and digital computer mapping to locate and describe features studied
- use eight points of a compass, symbols and keys
- use field work to observe, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs and digital technologies

History

Languages - French

- Listen attentively to spoken language and show understanding by joining in and responding
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
- Broaden vocabulary and develop ability to understand new words that are introduced into familiar written material, including through using a dictionary
- Describe people, places, things and actions orally

Music - Let Your Spirit Fly

- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- Develop an understanding of the history of music

- Use musical words to describe what I like and do not like about a piece of music
- Recognise the work of at least one famous composer
- Improve my work; explaining how it has been improved

Physical Education - Football and Dance

- Play competitive games (football), modified where appropriate, and apply basic principles suitable for attacking and defending
- Perform dances using a range of movement patterns

RE - Remembering

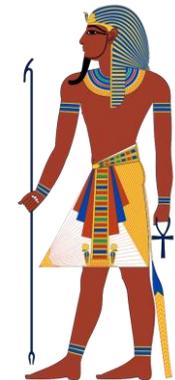
- Continue to follow locally agreed syllabus for RE

Ancient Egyptians

English - Instructions (Mummy), non-chorological report, shape poems

Writing/ GPS

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Maths

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- Add and subtract numbers with up to three digits, using formal written methods
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- Solve problems, including missing number problems, using number facts and place value
- Add and subtract amounts of money to give change, using both £ and p using one-step problems

Science - Forces and Magnets

- Compare how things move on different surfaces
- Notice that some forces need contact between two objects, but magnetic forces can act at a distance
- Observe how magnets attract or repel each other and attract some materials and not others
- Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials

- Describe magnets as having two poles
- Predict whether two magnets will attract or repel each other, depending on which poles are facing
- Ask relevant questions and using different types of scientific enquiries to answer them
- Set up simple practical enquiries, comparative and fair tests
- Make systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment
- Record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- Use results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions
- Use straightforward scientific evidence to answer questions or to support their findings

Art and Design - Pastel oil / pastel - Still Life

- Improve mastery of art and design techniques, including drawing, painting with a range of materials (for example, pencil, pastel) about great artists

Computing - Word and Publisher and E-safety rules

- Select, use and combine a variety of software (including internet services) to design and create a range content that accomplish given goals, including collecting, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Design and Technology

Geography - The Mighty River Nile

Locational Knowledge

- locate the world's countries, using maps to focus on Europe (including the location of Russia) concentrating on their environmental regions, key physical and human characteristics, countries and major cities
- identify the position of and significance of Equator, Northern Hemisphere, Southern Hemisphere, the Prime/Greenwich Meridian and time zones

Human and physical geography

Describe and understand the key aspects of:

- physical geography, including: climate zones, biomes, rivers and the water cycle
- human geography, including ; type of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

Geographical skills and fieldwork

- use maps, atlases, globes and digital computer mapping to locate countries and describe features studied

- use eight points of a compass and (*two figure*) grid references, symbols and keys (including the use of OS maps) to build their knowledge of the wider world

History - Ancient Egypt - achievements of earliest civilisations

- The achievements of the earliest civilizations - an overview of where and when the first civilizations appeared and a depth study of Ancient Egypt

Languages - French

- Listen attentively to spoken language and show understanding by joining in and responding
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
- Broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary
- Describe people, places, things and actions orally

Music - Ho Ho Ho - Bigband and Motown

- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- Listen with attention to detail and recall sounds with increasing aural memory
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- Develop an understanding of the history of music

Physical Education - Hockey & Gymnastics

- Play competitive games (hockey), modified where appropriate and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance through gymnastics

RE - Remembering

- Continue to follow locally agreed syllabus for RE

Spring Term

World War II - Local Area Study

English - Letters and Non-chronological report

Writing/ GPS

- Read and spell words with the prefixes 'dis' and 'in' (unit 1)
- Read and spell words with the prefix 'im' (unit 2)
- Read and spell words with the suffix '-ous' (unit 3)
- Read and spell words with the suffix '-ly' (unit 4)
- Read and spell words ending in '-ture'(unit 5)
- Read and spell words ending in '-ation' (unit 6)
- Read and spell words with the c sound spelt 'ch' (unit 7)
- Show time, place and cause using conjunctions (e.g. when, before, after, while, so, because)
- Use simple organisational devices (e.g. headings and sub-headings) in my non-fiction writing
- Plan by discussing and recording ideas
- Begin to use paragraphs as a way to group related material



Reading

- Attempt pronunciation of unfamiliar words drawing on prior knowledge of similar looking words
- Discuss the texts that I read
- Read aloud and independently, taking turns and listening to others
- Ask relevant questions to get a better understanding of a text
- Draw inferences, such as inferring a characters' feelings, thoughts and motives from their actions
- Use a dictionary to check the meaning of unfamiliar words
- Identify the main point of a text
- Read further exception words, noting the unusual correspondences between spelling and sound
- Explain how non-fiction books are structured in different ways and can use them effectively
- Explain how structure and presentation contribute to the meaning of texts
- Use non-fiction texts to retrieve information

Maths

- Recall and use multiplication facts for the 8 times table
- Recall and use division facts for the 8 times table
- Find 100 more or less than a given number

- Add and subtract amounts of money to give change, using both £ and p using two-step problems
- Identify, represent and estimate numbers using different representations
- Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods
- Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects
- Recall and use multiplication facts for the 3 times table
- Recall and use division facts for the 3 times table
- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators
- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- Recognise and show, using diagrams, equivalent fractions with small denominators
- Add and subtract fractions with the same denominator within one whole (for example $5/7 + 1/7 = 6/7$)
- Compare and order unit fractions, and fractions with the same denominators
- Solve problems that involve all of the above fractions targets

Science - Light

- Ask relevant questions and using different types of scientific enquiries to answer them
- Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- Identify differences, similarities or changes related to simple scientific ideas and processes
- Use straightforward scientific evidence to answer questions or to support their findings
- Recognise that they need light in order to see things and that dark is the absence of light
- Notice that light is reflected from surfaces
- Recognise that light from the sun can be dangerous and that there are ways to protect their eyes
- Recognise that shadows are formed when the light from a light source is blocked by a solid object
- Find patterns in the way that the size of shadows change

Art and Design - Paul Klee- Gaudi

- Create sketch books to record observations and use them to review and revisit ideas
- Improve mastery of art and design techniques, including drawing, painting with a range of materials (for example, pencil, pastel)
- Learn about great artists

Computing - Alice Programming, E-Safety and iPad Phoster

- Design, write and debug programs that accomplish specific goals
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report

concerns about content and contact

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Design and Technology - photo frames

- Generate, develop, model and communicate their ideas through discussion, annotated sketches, prototypes, pattern pieces and computer-aided design
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Geography - European map work and local area

Locational Knowledge

- locate the world's countries, using maps to focus on Europe (including the location of Russia) concentrating on their environmental regions, key physical and human characteristics, countries and major cities
- name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical and human characteristics, key topographical features (including hills, mountains, coasts and rivers), and land use patterns; and understand how some of these aspects have changed over time
- identify the position of and significance of the Equator, Northern Hemisphere, Southern Hemisphere, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones

Place Knowledge

- understand geographical similarities and differences through the study of human and physical geography of a region in a European country

Human and physical Geography

Describe and understand the key aspects of:

- physical geography, including: climate zones, biomes and vegetation belts and rivers
- human geography, including: type of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

Geographical skills and fieldwork

- use maps, atlases, globes and digital computer mapping to locate countries and describe features studied
- use eight points of a compass and (two figure) grid references, symbols and keys (including the use of OS maps) to build their knowledge of the United Kingdom and the wider world

History - A local history study - Driffield in the 1940s

- A local history study

Languages - French

- Listen attentively to spoken language and show understanding by joining in and responding

- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
- Broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary
- Describe people, places, things and actions orally and in writing
- Appreciate stories, songs, poems and rhymes in the language

Music - Recorder and Benjamin Britten (There was a Monkey)

- Play and perform in solo and ensemble contexts, playing musical instruments with increasing accuracy, fluency, control and expression
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- Develop an understanding of the history of music

Physical Education - Basketball, Netball and Gymnastics, Outdoor and Adventure, Tag Rugby and Dance

- Play competitive games, modified where, and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance (for example, through athletics and gymnastics)
- Perform dances using a range of movement patterns
- Take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best

RE - Faith Foundations

- Continue to follow locally agreed syllabus for RE

Summer Term

Plants

English - Adventure Stories and Explanation - seed dispersal

Writing / GPS

- Read and spell words with the sh sound spelt ch (unit 8)
- Read and spell words with the suffix '-ion' (unit 9)
- Read and spell words with the suffix '-ian' (unit 10)
- Read and spell words with the prefix '-re' (unit 11)
- Read and spell words with the prefix '-anti' (unit 12)
- Read and spell words with the prefix '-super' (unit 13)
- Read and spell words with the prefix '-sub' (unit 14)
- Spell most homophones correctly
- Use the present perfect form of verbs instead of the simple past (e.g. He has gone out to play instead of He went out to play)
- Begin to use inverted commas to punctuate direct speech
- Create settings, characters and plot in my stories



Reading

- Apply my knowledge of root words, prefixes and suffixes to read aloud and to understand the meaning of unfamiliar words
- Read a range of fiction, poetry, plays, and non-fiction texts
- Describe some of the different types of fiction books

Maths

- Interpret and present data using bar charts, pictograms and tables
- Solve one-step and two-step questions (for example, 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables
- Measure, compare, add and subtract lengths (m/cm/mm)
- Measure, compare, add and subtract mass (kg/g)
- Measure, compare, add and subtract volume/capacity (l/ml)
- Measure the perimeter of simple 2-D shapes
- Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- Know the number of seconds in a minute and the number of days in each month, year and leap year Compare durations of events
- Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight

Science- Plants

- Set up simple practical enquiries, comparative and fair tests
- Gather, record, classify and present data in a variety of ways to help in answering questions
- Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers
- Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant
- Investigate the way in which water is transported within plants
- Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

Art and Design - beaker and coil pots

- Create sketch books to record their observations and use them to review and revisit ideas
- Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)

Computing - Comic strip

- Select, use and combine a variety of software on a range of digital devices to design and create content that accomplish given goals

Design and Technology

Geography

History

Languages - French

- Listen attentively to spoken language and show understanding by joining in and responding
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
- Broaden vocabulary and develop ability to understand new words that are introduced into familiar written material, including through using a dictionary
- Describe people, places, things and actions orally and in writing
- Appreciate stories, songs, poems and rhymes in the language
- Read carefully and show understanding of words, phrases and simple writing
- Write phrases from memory, and adapt these to create new sentences, to express ideas clearly

Music - Three Little Birds - Reggae

- Listen with attention to detail and recall sounds with increasing aural memory
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians

- Develop an understanding of the history of music

Physical Education - Athletics and Tennis

- Use running, jumping, throwing and catching in isolation and in combination
- Play competitive games (tennis), modified where appropriate, and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance through athletics
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best
- Run at fast, medium and slow speeds; changing speed and direction
- Take part in a relay, remembering when to run and what to do

RE - Encounters

- Continue to follow locally agreed syllabus for RE

Rocks

English

Writing / GPS

- Read and spell words with the sh sound spelt ch (unit 8)
- Read and spell words with the suffix '-ion' (unit 9)
- Read and spell words with the suffix '-ian' (unit 10)
- Read and spell words with the prefix '-re' (unit 11)
- Read and spell words with the prefix '-anti' (unit 12)
- Read and spell words with the prefix '-super' (unit 13)
- Read and spell words with the prefix '-sub' (unit 14)
- Spell most homophones correctly
- Use the present perfect form of verbs instead of the simple past (e.g. 'He has gone out to play' instead of 'He went out to play')
- Begin to use inverted commas to punctuate direct speech
- Create settings, characters and plot in my stories

Reading

- Apply my knowledge of root words, prefixes and suffixes to read aloud and to understand the meaning of unfamiliar words
- Read a range of fiction, poetry, plays, and non-fiction texts
- Describe some of the different types of fiction books

Maths

- Interpret and present data using bar charts, pictograms and tables



- Solve one-step and two-step questions (for example, 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables
- Measure, compare, add and subtract lengths (m/cm/mm)
- Measure, compare, add and subtract mass (kg/g)
- Measure, compare, add and subtract volume/capacity (l/ml)
- Measure the perimeter of simple 2-D shapes
- Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- Know the number of seconds in a minute and the number of days in each month, year and leap year Compare durations of events
- Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight

Science - Rocks

- Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties
- Describe in simple terms how fossils are formed when things that have lived are trapped within rock
- Recognise that soils are made from rocks and organic matter

Art and Design - Andy Goldsworthy

- Improve mastery of art and design techniques, including sculpture with a range of materials
- Learn about great artists

Computing - Digital images Art (Goldsworthy)

- Select, use and combine a variety of software on a range of digital devices to design and create content that accomplish given goals

Design and Technology

Geography

History - Stone Age and Iron Age

- Taught changes in Britain from the Stone Age to the Iron Age

Languages - French

- Listen attentively to spoken language and show understanding by joining in and responding
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words
- Broaden vocabulary and develop ability to understand new words that are introduced into familiar written material, including through using a dictionary
- Describe people, places, things and actions orally and in writing
- Appreciate stories, songs, poems and rhymes in the language
- Read carefully and show understanding of words, phrases and simple writing

- Write phrases from memory, and adapt these to create new sentences, to express ideas clearly

Music - Reflect, rewind, replay

- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- Listen with attention to detail and recall sounds with increasing aural memory

Physical Education - Cricket/Rounders and Swimming

- Play competitive games (cricket/ rounders), modified where appropriate, and apply basic principles suitable for attacking and defending
- Swim competently, confidently and proficiently over a distance of at least 25 metres
- Use a range of strokes effectively (for example, front crawl, backstroke and breaststroke)
- Perform safe self-rescue in different water-based situations

RE - Encounters

- Continue to follow locally agreed syllabus for RE