



## Year 3 National Curriculum Objectives

### Geography

#### Topics:

Local Physical Geography: Coast, Rivers and Hills  
Water Cycle

#### NC Objectives:

Identify key geographical features of the countries of the United Kingdom and show an understanding of how some of these aspects have changed over time.

Understand the significance of the geographic zones of the world.

Understand geographical similarities and differences through the study of physical and human geography of a region or area of the United Kingdom (different from that taught in Key Stage 1).

Use maps, atlases, globes and digital computer mapping to locate countries and describe the features studied.

Use the eight-points of a compass, four-figure grid reference, symbols and keys (including the use of Ordnance Survey maps) to build knowledge of the United Kingdom and the World.

Use a wide range of geographical sources in order to investigate places and patterns.

Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs and digital technologies.

### History

#### Topics:

Romans

#### NC Objectives:

The Romans Empire and its impact on Britain.

History of interest to pupils.

### Art & Design

#### Topics:

Water colour painting (+artist)  
Collage (mosaic)  
Printing (+artist)  
Textiles – Quilting and Gathering (+artist)

#### NC Objectives:

Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.

Develop and share ideas in a sketch book and in finished products.

Improve mastery of techniques.

Learn about the great artists, architects and designers in history.

### Music

#### NC Objectives:

Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression.

Listen with attention to detail and recall sounds with increasing aural memory.

Use and understand the basics of the staff and other musical notation.

### Design & Technology

#### Topics:

Materials and an event or individual Mechanisms and an event of individual DT Computing (Control and Modelling)  
Textiles and an event or individual Cooking

#### NC Objectives:

##### Design:

Use research and develop design criteria to inform the design of an innovative, functional appealing products that are fit for purpose, aimed at particular individuals or group.

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

##### Make:

Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing accurately.

Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

##### Evaluate:

Investigate and analyse a range of existing products.

Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Understand how key events and individuals in design technology have helped to shape the world.

### Science

#### Topics:

Plants  
Animals including humans (Skeletons)  
Rocks  
Light  
Forces and Magnets

#### NC Objectives:

##### Biology: Plants:

Look at the function parts of a flowering plants, requirement of growth, water, and transportation in plants, life cycles and seed dispersal.

Evolution and inheritance.

##### Animals and Humans:

Look at nutrition, transportation of water and nutrients in the body, and the muscle and skeleton systems of humans and animals.

##### All Living Things:

Identify and name plants and animals.

##### Chemistry: Rocks and Fossils:

Compare and group rocks and describe the formation of fossils.

##### Physics: Light:

Look at sources, seeing, reflections and shadows.

##### Physics: Forces and Magnets:

Look at contact and distant forces, attraction and repulsion, comparing and grouping materials.

Look at poles, attraction and repulsion.

##### Working Scientifically:

Across all year groups scientific, knowledge and skills should be learning by working scientifically.

### PE:

#### NC Objectives:

Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable for attacking and defending.

Take part in gymnastics activities.

Take part in athletic activities.

Perform dances.

### PE:

#### NC Objectives:

continued...



## Year 3 National Curriculum Objectives

Take part in outdoor and adventurous activity challenges both individually and with a team.

Swimming and water safety, take swimming instruction either in key Stage 1 or 2.

### Computing

#### Topics:

e-safety  
Coding  
Using Data

Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use sequences, selections and repetition in programs; work with variable and various forms of input and output; generate appropriate inputs and predicted outputs to test programs.

Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs.

Describe how internet search engines find and store data; use search engines effectively; be discerning in evaluation digital content; respect individuals and intellectual property; use technology responsible, securely and safely.

Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

The Haven VA CE/Methodist Primary School

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