

Science

Fossils

- Know what a fossil is: Preserved remains or impressions of past life.
- Describe fossil formation: How plants/animals get trapped in mud/sediment, replaced by minerals, or leave imprints (casts/moulds).
- Identify fossil types: Recognize fossils from bones, shells, leaves, etc., and that not everything becomes a fossil.

Soil

- Recognise that soils are made from rocks and organic matter.
- Investigate different soil types (sandy, clay, loam), understand their properties and conduct simple experiments to compare them.

Light

- Recognise that they need light in order to see things and that dark is the absence of light and light can be reflected.
- Recognise that shadows are formed when the light from a light source is blocked by an opaque object.

RE

Christmas

- Know the story of the shepherds and reflect on the birth of Jesus Christ.

Reconciliation

- Explore human choices, the consequences of sin, Christ's teaching on forgiveness and the Sacrament of Reconciliation

Lent

- Explore Gospel stories about Jesus bringing change into the lives of people he encountered.

Holy Week

- Know the events of Holy Week and deepen understanding of the church's celebration of the Mass.

History

- Understand the concept of prehistory.
- Use timelines to accurately order events.
- Understand and use a range of appropriate historical terms.
- View and analyse artefacts as sources of information.
- Make connections, note contrasts, and identify trends over time.
- Research landmarks from the Stone Age (Skara Brae, Stonehenge).

English

Stig of the Dump by Clive Kirtley

- Ask questions and make predictions.
- Create setting, plot, and characters.

How to Wash your Wolly Mammoth by Michelle Robinson

- Use fronted adverbials to organise.
- Write instructions.

Hill End School Trip

- Write recount of trip
- Past tense

Secrets of Stonehenge by Mick Manning

- Use conjunctions to extend sentences.
- Non-fiction text features.

Year 3 Spring Term 2026

Stone Age to Iron Age Topic Web

PE (Wednesday and Friday)

Gymnastics (Shape)

- Create short and simple sequences using static shapes.
- Perform safely, using the apparatus with some confidence.

Striking and Fielding

- learn how to catch and throw across different distances.
- Explore different skills needed to play team games involving striking and fielding.

PSHE – Ten:Ten Scheme

Personal relationships, Life online and Keeping safe.

Computing

Branching Databases

- Create and use a branching database to organise data.

Stop Frame Animation

- Create a story-based animation using stop frame animation.

Maths

Multiplication and Division

- Write and calculate mathematical statements for two-digit number times one-digit numbers.
- Solve problems, including missing problems, involving multiplication and division.

Linear Measurements

- Measure, compare, add, and subtract lengths (mm, cm, m).
- Measure the perimeter of simple 2-D shapes.

Fractions

- Count up and down in tenths.
- Recognise and write fractions of a set of objects.
- Recognise and use fractions as numbers.
- Recognise and show, using diagrams, equivalent fractions.
- Add and subtract fractions with the same denominator within one whole.
- Compare and order fractions.
- Use these skills for problem-solving.

Art

Telling Stories through drawing and making

- Create sketch books to record observations, sketches, and charcoal
- Improve mastery of art and design techniques, including painting and sculpting.

Design and Technology

Leaver and Linkages

- Use research and design criteria to inform the design of innovative, functional, and appealing products that are fit for purpose.

Music

- Listen with attention to detail and recall sounds with increasing aural memory.
- Begin to read simple music notation.