

Subject Yearly Overview Year 3

		Term 1	Term 2
Year 3	Cornerstones	Urban Pioneers – Art & Design Culture and environment of city life. Building design, urban art and photography, and learn how to improve urban environments.	Tribal Tales – History Prehistoric times How early human culture and land use developed during the Stone Age, Bronze Age and Iron Age.
	Computing	KS2.1 Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems, solve problems by decomposing them into smaller parts. KS2.2 Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. KS2.6 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.	KS2.5 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. KS2.6 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.
	Activities	Create a folder in Teams for the project files Use digital maps to zoom in and out to look at their local area and further afield to understand where they are within their county and country. As a potential improvement to an area, pupils to research traffic controls and where and how barriers in car park work and keep things moving. – <i>Consider using Swift Playgrounds (iPads only)</i> and control Lego to create a barrier or to make a model of one	Create a folder in Teams for the project files Pupils to research specific tribe or period of tribal history. Create own presentation on Tribal tales of what they have learnt in any form of ICT. Offering pupils the chance to select how they will present is important to match criteria but can be ‘managed’ by suggesting series of routes – e.g. pupils drawing and then making short video of what their drawing is showing <i>(Optional)</i>

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		Discuss the steps that are needed to make barrier move / car park full etc. Pupils can simulate the actions whilst other write down the steps. <i>(Optional)</i> <i>Create an urban graffiti type of logo for their Car park</i>	<i>Pupils can use the build a Round House resource as part of their research.</i>
Equipment, Apps & Resources	Laptops / iPads Access to Google maps Lego kit (with motor) Access to control interface device (if on laptops) <i>(Optional)</i> <i>Drawing App</i>	iPads / laptops Presentation App <i>(Optional)</i> https://www.nms.ac.uk/explore-our-collections/games/build-a-roundhouse <i>NB requires Flash player</i>	

		Term 3	Term 4
Year 3	Cornerstones	Flow – Geography Local and world rivers. River locations, river formation, the water cycle and how to conduct accurate fieldwork.	Heroes and Villains – Music 'Goodies and baddies' in popular culture. Lyrics, graphic scores and how musical characteristics help convey different moods.
	Computing	KS2.4 Understand computer networks including the internet; how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration. KS2.5 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. KS2.7	KS2.6 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;

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		Use technology safely, respectfully and responsibly, recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns about content and contact.	
Activities	<p>Create a folder on Teams for project files.</p> <p>Research the River Dolphin, compare dolphins and create an information page in Word or presentation App.</p> <p>E-mail or video conference another Oasis school to discuss the rivers that are near to that school. Discuss how the messages should be phrased – reminder that they don't know the pupils etc (ESafety)</p> <p>After email sent and returned, discuss how the emails will have travelled to the other school.</p> <p>Choose a resource 'How the Internet works'.pdf or the InternetWWW.pdf and discuss the way information is sent and found on devices.</p>	<p>Create a folder on Teams for project files.</p> <p>Carry out research into the key types of music. – CBBC website has good resource for research</p> <p>Follow up with a choice of music to portray a hero or villain of their choice. Discuss the types of music that could be used, e.g. Rap, musical (Frozen etc)</p> <p>Use the iPads for Garage Band to try out different sounds as to 'Goodie' or 'Baddie'.</p> <p><i>(Optional)</i></p> <p><i>Create wanted posters - Hero or villain to match a piece of music that they find online.</i></p>	
Equipment, Apps & Resources	<p>iPads / Laptops</p> <p>Access to email</p> <p>Word / PowerPoint or 2 Simple App for presentation</p> <p>Resource files for folder:</p> <p>How the Internet Works.pdf</p> <p>InternetWWW.pdf</p>	<p>iPads / laptops</p> <p>GarageBand App (iPads only)</p> <p>Audacity (PC Laptops only)</p> <p>CBBC Research music:</p> <p>https://www.bbc.co.uk/bitesize/topics/zcbkcj6/articles/zc7m7p3</p> <p><i>(Optional)</i></p> <p><i>Drawing App</i></p>	

Year 3		Term 5	Term 6
	Cornerstones	Rocks, relics and rumbles - Geography	Scrumdidiliumptious – Design & Technology

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		Food groups, food origins, healthy eating and physical changes during cooking.
Computing	KS2.6 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.	KS2.6 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;
Activities	Seismic monitor - Track live earthquakes Create graph on Excel with the data researched and recorded. Discuss whether they can see any patterns and where the most active sites are etc.	Pupils conduct survey at home about which is favourite food for different members of the household. Discuss the different countries and food types recorded and produce graphs of the most commonly used ingredients in those dishes. Design a digital label for a smoothie of their own making. Take a picture of their smoothie and e-mail to Starsmooth. Use Word to create and publish a recipe leaflet.
Equipment, Apps & Resources	iPads / PC laptops Website: https://earthquaketrack.com/ Access to Excel App	iPads/ PC laptops Access to Excel or 2Simple chart/graphing App Access to Word for the recipe leaflet.