

## **Science**

### **Plants**

- ■Identify and describe the functions of different parts of flowering plants
- ■Explore the requirements of plants for life and growth 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

### **Animals, Including Humans**

- ■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

### **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





## **Science**

### Light

- ■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

### **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





# **English**

Grammar & punctuation in Year 3 (age 7–8) In Year 3, your child will learn to:

- ■Use a and an correctly, for example 'a ball', 'an elephant'
- ■Use conjunctions to talk about time, place and cause, for example, 'I was outside when you called (time), 'I asked him to clean the house as some of the guest were arriving' (cause) or 'I went back to another city where i spent my childhood' (place)
- ■Use adverbs to talk about time, place and cause, for example, 'I worked hard in my exams' (time), 'The man waited in the office' (place), 'The train broke down therefore I was late' (cause)
- •Use prepositions to talk about time, place and cause, for example, 'My school is at 7am' (time), 'The park is next to my house' (place) or 'We were late because of traffic' (cause)
- ■Put sentences together into paragraphs
- ■Use heading and subheadings in non-fiction texts
- ■Use the present perfect form of verbs, for example, 'Annie has lost her keys' or 'I have lived in California for fifteen years' to talk about events that started in the past and are still happening
- ■Use inverted commas for speech, for example:

"The food is delicious!", said Dad.

"We're going to Canada!" saiGrammar books for age 7-8:





# **English**

### **Grammar and Punctuation Age 7-8**

### **Spelling**

### Writing

### In Year 3, your kid will be learning -

- ■to use a rich vocabulary and a range of sentence structures to make their writing interesting
- ■to create settings, characters, and plots for stories
- ■Writing the summary
- ■Picture composition
- ■Opinion writing
- ■to use simple organisational devices (for example, headings and sub-headings) when writing non-fiction
- ■to proof-reading their writing for spelling, grammar, and punctuation errors
- ■to read their writing out loud

## Handwriting





## **Math Curriculum**

### Number - Number and Place Value

- ■Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number
- ■Recognise the place value of each digit in a three-digit number
- ■Compare and order numbers up to 1000
- ■Identify, represent and estimate numbers using different representations
- ■Read and write numbers up to 1000 in numerals and in words
- ■Solve number problems and practical problems involving these ideas.

### **Number - Addition and Subtraction**

- ■Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction
- ■Add and subtract numbers mentally
- ■Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction
- ■Estimate the answer to a calculation and use inverse operations to check answers

## **Number - Multiplication and Division**

- ■Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables
- ■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.





## **Math Curriculum**

### **Number - Fractions**

- ■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
- ■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.

#### Measurement

- ■Measure, compare, add and subtract: lengths; mass; volume/capacity
- ■Measure the perimeter of simple 2-D shapes
- ■Add and subtract amounts of money to give change, using both £ and pence in practical contexts
- ■Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- ■Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours
- ■Know the number of seconds in a minute and the number of days in each month, year and leap year
- ■Compare durations of events





# **Math Curriculum**

### **Geometry - Properties of Shape**

- ■Draw 2D shapes and make 3D shapes using modelling materials; Recognise 3D 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
- ■Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

#### **Statistics**

- ■Interpret and present data using bar charts, pictograms and tables
- ■Solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.

