## Year 3 Curriculum Map

## <u>Autumn Term 2</u>

Using Technology: Digital Media  Learn how to use Green Screening to create a multimedia video.  Understand ICT allows easy creation, manipulation and change.  Understand what animation is, how it is made up of static images and the different ways that this can be achieved.  To make choices about when to use technology, which piece(s) of technology to use, which software/tools they are going to use on the technology and be able to explain their choices to others.  To use software to create an animation.  Prehistoric Painting.  To apply an understanding of prehistoric man-made art.  To understand and use scale to enlarge drawings in a different medium.  To explore how natural products produce pigments to make different colours.  To make choices about when to use technology, which piece(s) of technology and be able to explain their choices to others.  To use software to create an animation.  Understand that video is created by the recording of many static images.
<ul> <li>Learn how to use Green Screening to create a multimedia video.</li> <li>Understand ICT allows easy creation, manipulation and change.</li> <li>Understand what animation is, how it is made up of static images and the different ways that this can be achieved.</li> <li>To make choices about when to use technology, which piece(s) of technology and be able to explain their choices to others.</li> <li>To use software to create an animation.</li> <li>Understand that video is created by the recording</li> </ul>

<u>History</u>	<u>Geography</u>	<u>Music</u>
Not taught this half term.	<ul> <li>The United Kingdom</li> <li>Identify the countries and cities of the UK.</li> <li>Understand how to use a map to locate counties in the UK.</li> <li>Understand the major regions of the UK.</li> <li>Understand human and physical features of the UK.</li> <li>Understand the similarities and differences between two regions in the UK.</li> </ul>	<ul> <li>Texture - Accompaniments</li> <li>To identify the instruments playing an accompaniment.</li> <li>To use vocal and body sounds to accompany a song.</li> <li>To be able to play ostinati to accompany a song.</li> <li>To become familiar with standard notation.</li> <li>To create their own ostinato.</li> <li>To create a visual score to match their ostinato.</li> </ul>

<u>Games</u>	<u>PE</u>	
Invasion Games — Hockey	<u>Gymnastics</u>	
<ul> <li>Demonstrate controlled changes in direction and speed when dribbling a ball.</li> </ul>	<ul> <li>Practice short sequences that include shapes, balances and travel.</li> </ul>	
<ul> <li>Accurately pass and receive a ball with a stick.</li> </ul>	<ul> <li>Practice and refine forwards rolls, teddy bear rolls, log rolls and sideways rolls using good body tension.</li> </ul>	
<ul> <li>Keep possession using a range of tactics, including moving into space and getting into position to score.</li> </ul>	<ul> <li>Show control, accuracy and fluency of movement when performing actions individually or with a partner.</li> </ul>	
<ul> <li>Understand and play by the rules and keep games going.</li> </ul>	<ul> <li>Work well on their own and contribute to pair and group sequences.</li> </ul>	
	<ul> <li>Understand that suppleness and strength are an important part of fitness.</li> </ul>	
	<ul> <li>Explain differences between two performances, identify similar elements and comment on their quality.</li> </ul>	
	<ul> <li>Understand what is involved in improving a performance.</li> </ul>	
	<ul> <li>Comment on how effective a performance was and how it could be improved.</li> </ul>	
	Swimming – learn the skills needed to swim 25m.	