The Ryde School Curriculum Information Autumn Term 2025 Year 3

Curriculum Area	Curriculum Information Autumn Term 2025 Fear 3  Topics Covered
	'
Art	Gestural Drawing with Charcoal
	That when we draw we can use gestural marks to make work. That when we draw we can use the
	expressive marks we make to create a sense of drama. That when we draw we can move around. That
	when we draw we can use light to make our subject matter more dramatic, and we can use the qualities
	of the material (charcoal) to capture the drama.
Religious Education	What do different people believe about God?
	Describe some of the ways in which Christians Hindus and/or Muslims describe God. Ask questions and
	suggest some of their own responses to ideas about God. Suggest why having a faith or belief in
	something can be hard. Identify how and say why it makes a difference in people's lives to believe in
	God.
	What does it mean to be a Christian in Britain today?
	Describe some examples of what Christians do to show their faith, and make connections with some
	Christian beliefs and teachings. Describe some ways in which Christian express their faith through
	hymne and modern worship songs. Discuss links between the actions of Christians in helping others and
	ways in which people of other faiths and beliefs, including pupils themselves, help others.
Design and Technology	Mechanical Systems: Leavers and Linkages
Design and recurbing	To understand and use lever and linkage mechanisms.
	To explore and use mechanisms such as flaps, sliders and levers.
Geography	Rivers / Coasts
decylaping	Fieldwork: Hartham Common - Rivers
	To use maps, atlases, globes and digital/computer mapping to locate countries and describe physical and human features of a location.
	· · ·
	To name and locate counties and cities of the United Kingdom, geographical regions and their identifying
	human and physical characteristics, including hills, mountains, cities, rivers, key topographical features
	and land-use patterns; and understand how some of these aspects have changed over time.
History	Stone Age to Iron Age / Vikings
	Main events To order key events on time lines.
	Settlement To learn how people used to live. To identify where and why people settled. To research
	Settlement To learn how people used to live. To identify where and why people settled. To research what life was like in the Stone Age and Viking eras in Britain.
Computing	what life was like in the Stone Age and Viking eras in Britain.
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up. down, left, and right). To explore movement within the context
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming
Computing	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context
Computing  Modern Foreign Languages	what life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.
	what life was like in the Stone Age and Viking eras in Britain.  Programming A To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of
	What life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres
	Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres  To learn where France is and about some French customs.
	What life was like in the Stone Age and Viking eras in Britain.  Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres  To learn where France is and about some French customs.  To introduce ourselves in French.
	Programming A  To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B  To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres  To learn where France is and about some French customs.  To introduce ourselves in French.  To use greetings in French.
	Programming A To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B To move a sprite in four directions (up. down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres To learn where France is and about some French customs. To introduce ourselves in French. To use greetings in French. To learn to speak and write 0-10 in French.
Modern Foreign Languages	Programming A To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B To move a sprite in four directions (up, down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres To learn where France is and about some French customs. To introduce ourselves in French. To use greetings in French. To learn to speak and write 0-10 in French. To say ten colours in French.  Being me in my world.
Modern Foreign Languages	Programming A To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B To move a sprite in four directions (up. down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres To learn where France is and about some French customs. To introduce ourselves in French. To use greetings in French. To learn to speak and write 0-10 in French. To learn to speak and write 0-10 in French. To say ten colours in French.  Being me in my world How to value myself and others. Different emotions and how it feels when I experience different
Modern Foreign Languages	Programming A To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B To move a sprite in four directions (up. down. left. and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres To learn where France is and about some French customs. To introduce ourselves in French. To use greetings in French. To learn to speak and write 0-10 in French. To say ten colours in French. Being me in my world How to value myself and others. Different emotions and how it feels when I experience different emotions. How to make my class a safe and fair place for everybody to learn. How I can work
Modern Foreign Languages	Programming A To explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.  Programming B To move a sprite in four directions (up. down, left, and right). To explore movement within the context of a maze, using design to choose an appropriately sized sprite. To accurately use programming extensions, through the use of Pen blocks. To draw lines with sprites and change the size and colour of lines. To design and code their own maze-tracing program.  J'apprends le Francais / Les Salutations / Les couleurs et les nombres To learn where France is and about some French customs. To introduce ourselves in French. To use greetings in French. To learn to speak and write 0-10 in French. To learn to speak and write 0-10 in French. To say ten colours in French.  Being me in my world How to value myself and others. Different emotions and how it feels when I experience different

	help someone who is being bullied. The impact of the words ${\rm I}$ choose to use on others. How to give and receive compliments.
Physical Education	Invasion games - All4-Sport - Skills and game strategy.
	Gymnastics - To travel and jump fluently and hold balanced positions demonstrating a variety of
	stretched and curled shapes. To receive and transfer body weight safely in different situations and
	create a sequence with a partner. To identify how the overall performance of a sequence can be
	improved. To adapt and transfer skills safely onto more complex apparatus at every stage of learning.
Science	Plants - Identify and describe the functions of different parts of flowering plants: roots, stem, trunk,
	leaves, and flowers. Investigate the way in which water is transported within plants.
	Animals, including humans - Identify that humans and some other animals have skeletons and
	muscles for support, protection and movement
	Rocks and soils - Identify that humans and some other animals have skeletons and muscles for
	support, protection and movement.
	Light - Recognise that they need light in order to see things and that dark is the absence of light
	Forces and Magnets - Compare how things move on different surfaces.

## Enrichment Activities:

Forest school

Hartham Common whole school trip (including River fieldwork)

Image theatre visit

Pantomime

## How you can help your child:

Daily reading. This should be their reading book and/or library book for pleasure.

Reading task completed after each reading book completed

Share a weekly Library book from school

Times tables practise on Times Tables Rockstars - Children should know their 2, 5, 10, 3, 4 and 8 times tables by the end of Year 3.

Money/Time - practical activities e.g. paying for items in shops; reading the time and asking how long until events.

Visit places of interest linked to our topics.

Read different types of texts (e.g. newspapers, leaflets, information books).