

Year 3 Term 2 Curriculum Overview

General

Developing independence and having a go with confidence, Organisation and self-discipline, Group work skills

	English	Mathematics		
Recounts	Soundwaves	Reading Strategies	Number and Algebra	Statistics and Probability
Structure	Synthetic phonics (sounds	Inferring	Problem solving	Collect data and display in graph
Tense	that make words) spelling	Cause and effect	Fractions	
Descriptive	rules, word study	Sequencing	Mental computation strategies	
Vocabulary		Fact and opinion	Number patterns	
Editing for meaning,	Grammar	-	Multiplication	
structure, correct	Simple and compound		Addition and subtraction with	
grammar and	sentences	Reading Processes	regrouping	
punctuation.	Punctuation	Predicting		
	Parts of speech: nouns,	Re-reading	Measurement and Geometry	
Poetry	verbs, adjectives	Self-correcting	Symmetry	
Cinquains		_	Angles	
Haiku			Length	
Diamond				

Health and Physical Education		HASS Humanities	Science	Italian	Technologies		The Arts	
Health	Physical	and Social Sciences	Science	Italiali	Design	Digital	Music	Visual Art
Bounce Back Protective Behaviours PERMA	Skill Testing Warm- up/Cool down Long distance running Football Soccer Netball	Time, Continuity and Change Aboriginal culture Civics and citizenship Community groups and participation Skills Questioning and researching Analysing Communicating and Reflecting	Physical Science Heating Up Inquiry Skills Continue as for term 1 Observations Understandin g what constitutes a fair test Inquiry Skills Questioning Predicting Planning Conducting	Express information about family Adjectives to describe family members Creating a profile of your family using Book Creator	Y3H & Y3E Food and fibre production Y3G & Y3PM Not taught until Semester 2	Y3G & Y3PM Coding, robotics, electronics, citizen science, cyber safety, BEBRAS Competition, Joy of Wood, NAO Robot Y3H & Y3E not taught until Semester 2	Elements of mu (rhythm, tempo, pitch, dynamics, form, timbre and texture) Composition & recording of musical ideas (Improvising with musical elements create musical ideas) Performance sk & audience behaviour Responses to music	Develop and reflect on the use of the following elements: Line, Colour (contrast), Shape (symmetry), Texture, Space (simple perspective) Explore different materials, media and technologies Study different artists, styles, cultures, history and