

Year 3 Term 1 Curriculum Overview

General

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

	English		Mathematics Mathematics				
Persuasive Texts	Editing for meaning, structure,	READING STRATEGIES	Number and Algebra	Statistics and Probability			
Structure	correct grammar and	Making connections	Place value	Interpret and compare data displays			
Introductions	punctuation.	Prior knowledge	Numbers to 10 000	Conduct chance experiments			
Arguments		Main idea	Odd/even numbers	·			
Support details	Soundwaves	Compare and contrast	Addition and subtraction facts	Mental Strategies			
Conclusion	Synthetic phonics (sounds that	Fact and opinion	Rounding to 10 and 100	Part-part whole			
Persuasive Devices	make words) spelling rules,	Visualising	Written addition and subtraction	Partitioning to add two and three digit			
Paragraphing	word study	(continued in Term 2)	algorithms	numbers			
Emotive language	·		Money	Doubles/halves			
Modal verbs	GRAMMAR	Reading processes	Multiplication 2x, 5x, 10x	Skip counting			
	Simple and compound	Reading on		Adding 9: Adjust and compensate			
Narrative	sentences	Sounding out	Measurement and Geometry	Arrays			
Structure	Punctuation	Chunking	Time and calendars				
Orientation: setting,	Parts of speech: nouns, verbs,		2D and 3D shapes				
Characters	adjectives		Length				
Complication			Area				
Resolution							
Endina							

Ending									
Health and Physical Education		HASS Humanities		Calanas		nologies	The Arts		
Health	Physical	and Social Sciences	Science	Italian	Design	Digital	Music	Visual Art	
Setting the Scene	Cooperation games Skills for	Celebrations and Commemoration	Chemical Science Changing	Classroom instructions, asking for	Food and fibre production	c Coding, robotics, electronics,	Elements of mo (rhythm, tempo, dynamics, form,	, pitch, use of the following	
Bounce Back Protective Behaviours	evaluating personal performance Tennis	s and associated symbols. What is democracy?	state eg. Melting and freezing	classroom objects, exchanging information		citizen science, cyber safety, BEBRAS	and texture) Composition & recording of m ideas	1 () ///	
PERMA	Modcrosse	Skills: questioning, researching, analysing, evaluating, reflecting, communicating	Inquiry Skills Questioning Predicting Planning Conducting	about family		Competition, Joy of Wood, NAO Robot	(Improvising wit musical element create musical id Performance s audience beha Responses to r	media and technologies deas) study different artists, styles, cultures, history a heritage	



Year 3 Term 2 Curriculum Overview

Developing independence and having a	a go with confidence, Organisation	n and self-discipline, Gro	oup work skills

	English		Mathematics 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							

	d Physical cation	HASS Humanities	Science	Italian	Tech	nologies	1	he 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	History 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	Food and fibre production	Coding, robotics, electronics, citizen science, cyber safety, BEBRAS Competition, Joy of Wood, NAO Robot	Elements of music (rhythm, tempo, pitch, dynamics, form, timbre and texture) Composition & recording of musical ideas (Improvising with musical elements to create musical ideas) Performance skills & 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 heritage Self-Reflection Artist Response



Year 3 Term 3 Curriculum Overview

General											
Developing	independence ai	nd having a go wi Engli		dence, Or	ganisation and se	elf-discipline, Gr	oup work skills	Mat	homotics		
Informatio	n Reports	Soundwaves	511	Reading	g Strategies	MathematicsNumber and AlgebraStatistics and Probability					
	nd organisation	Synthetic phonic	cs	Visualising		Problem				uestions or issues for	
				al variables							
Explanation	n or	words) spelling	rules,	importa	nce	Mental co	mputation with	times			
Procedure		word study		Summar	_	tables					
Structure and organisation					e and contrast		on a number li	ne			
		Grammar			g processes		as division				
sentences Punctuatio Parts of sp nouns, ver		Simple and com	pound	Skimmir	_						
				Scanning Re-reading		Regrouping Measurement and Geomet		motus.			
					ing a reference Measureme			illeti y			
		•		Consulti	ing a reference		d problems				
		adjectives				2D and 3					
							ences & Location	n			
	and Physical	HASS				Technologies		The Arts			
Ec	lucation	Humanities and Social	Sci	ence	Italian		T	_		1	
Health	Physical	Sciences				Design	Digital	M	lusic	Visual Art	
Setting the	Athletics	Geography	Biolog	ogical Family profile	Food and fibre	Coding	Eleme	nts of	Develop processes and		
Scene	games	Geography –	scienc	_	expressing	production	Robotics	music		techniques, focusing on	
D	Long Jump	continents	Feather	rs, Fur,	names, ages		Electronics Citizen		n, tempo,	the elements of: - Line	
Bounce Back	Long Distance Running	Australian states,	Leaves		description of family members		Science		lynamics, mbre and	- Line - Colour (contrast, colour	
Protective	Short distance	territories and	Inquir	y skills	Using Book		Wearable	texture		families)	
Behaviours	running	capital cities	Continu	ie as for	Creator on iPads		Technology		sition &	- Shape (symmetry)	
PERMA	Throwing for	Australian	terms 1		Expressing		BEBRAS	record		- Texture	
	distance Throwing and	natural features	Observ Unders		information about favourite		Competition Cyber Safety		al ideas vising with	- Space (simple perspective)	
	catching with	Skills		onstitutes	animals		NAO Robot		l elements	Explore different	
	large and	Questioning and	a fair te		Description of		incursion	to crea	te musical	materials, media and	
	small balls	researching			favourite			ideas)		technologies	
	Hockey Football	Analysing Communicating			animals Christmas in		Joy of Wood	Perfor		Study different artists, styles, cultures, history	
	Evaluating	and Reflecting			Italy			audien		and heritage	
	personal				/			behavi		Self-Reflection	
	performance								nses to	Artist Response	
								music			



Year 3 Term 4 Curriculum Overview

General						If discipline Co				
Developing i	ndependence ar	nd having a go wi		dence, Or	ganisation and se	eir-aiscipiine, Gr	oup work skills	Mat	hematics	
Information Reports Structure and organisation Explanation or Procedure Structure and organisation Grammar Simple and compour sentences Punctuation Parts of speech: nouns, verbs,		cs ake rules, pound	Reading Strategies Visualising Determining importance Summarising Compare and contrast Reading processes Skimming Scanning Re-reading Consulting a reference		Problem solving Number Patterns Mental computation with tables ast Fractions on a number I Fractions as division Division Regrouping Measurement and Geo			2		
	Health and Physical HASS Education Humanities				Map references & Location Technologies		on	n The Arts		
Health	Physical	and Social Sciences	Sci	ence	Italian	Design	Digital	N	lusic	Visual Art
Setting the Scene Bounce Back Protective Behaviours PERMA	Athletics games Long Jump Long Distance Running Short distance running Throwing for distance Throwing and catching with large and small balls Hockey Football Evaluating personal performance	Geography Geography – continents Australian states, territories and capital cities Australian natural features Skills Questioning and researching Analysing Communicating and Reflecting	terms 1 Observa Underst	y skills te as for and 2 tanding tanding	Family profile expressing names, ages description of family members Using Book Creator on iPads Expressing information about favourite animals Description of favourite animals Christmas in Italy	Food and fibre production	Coding Robotics Electronics Citizen Science Wearable Technology BEBRAS Competition Cyber Safety NAO Robot incursion Joy of Wood	pitch, c form, t texture Compo record musica (Impro musica to crea ideas) Perfor skills & audien behavi	n, tempo, ynamics, mbre and) osition & ing of al ideas vising with l elements te musical mance k ince	Develop processes and techniques, focusing on the elements of: - Line - Colour (contrast, colour families) - Shape (symmetry) - Texture - Space (simple perspective) Explore different materials, media and technologies Study different artists, styles, cultures, history and heritage Self-Reflection Artist Response