



Topic Planner - Year 3 - Autumn Term 2025

English

Using illustrations to develop knowledge of a text
Features of an instruction text
Use of imperative verbs to write instructions
Writing instructions for a game
Narrative writing - setting and character descriptions

Other English focuses:

Phonics, Spelling strategies, rules and patterns
Editing
Reading with adults

Key Texts:

Ug by Raymond Briggs and Stone Age Boy by Satoshi

Computing

Branching databases - to learn to create closed yes/no questions which will be used within a branching database to sort items according to their attributes. They will use J2E Branching Database software to enter their questions and create their own databases.

Animation (iMotion) - The children will experiment with different techniques to create a stop-motion animation.

PSHCE

What are our values and how will we see them in the class?
What is our school charter and how will we see it in our class?
How can we be a good friend?

Outdoor Learning Opportunities and Enrichments

Science - exploring soils/rocks and build a wormery.
Art - using natural materials to practice our mark making.
History - Stone Age activities including Stone Age Day.

Maths

Number and Place Value

- know that 10 tens are equivalent to 1 hundred
- recognise the place value of each digit in 3-digit numbers
- divide 100 into 2, 4, 5 and 10

Number Facts

- secure fluency in addition and subtraction facts
- recall multiplication facts and division facts
- apply place-value knowledge

Addition and Subtraction

- Calculate complement to 100, add and subtract 3-digit numbers and manipulate the additive relationship. (inverse)
- Apply known multiplication and division facts to solve problems

Times tables

All children should be learning their times tables. Each Friday, children will participate in City Travels quiz, and a TTRS Sound Check.

Long Ago and Far Away The Stone Age

Spanish

Introduction to Spanish - basic conversation including name, age and how are you?

DT - Design and Make a Pair of Trousers for Ug

Generate and create design criteria.
Understanding the links with fashion and purpose
Use tools and equipment correctly.
Evaluate and adapt design

History

Knowledge and skills:

How can we use artefacts to learn more about the Stone Age?
How was Stone Age life similar and different to our lives now?
When was the Stone Age? - How does it fit in to our knowledge of other events in History?
What is Skara Brae? Where is Cissbury Ring? Where are they located? What can we learn from them?
How did settlements change during the Stone Age, Bronze Age and Iron Age?

Art

Drawing

We will develop our skill in drawing using our cave drawings of animals to inspire us.
Use a variety of pencils to enhance our shading and give our drawings depth.
Use cave paintings as a stimulus and recreate the cave like background for our animals.

Science

Plants - Looking at the features of flowering plants and their functions, and investigating what plants need to be healthy. Studying the life cycle of flowering plants including pollination and seed dispersal.

Rocks and Soils Compare and group together different kinds of rocks, based on their appearance and physical properties. Describe in simple terms how fossils are formed. Recognise that soils are made from rocks and organic materials.

PE

Hockey/ Swimming (Ash)
Core fitness/Basketball

Music

Writing music down
Listening to music
Learning songs