

Cygnus Academies Trust Year 3 Curriculum Map

Topic 1: Aspirations

Question: **What do I want to achieve?**

Main outcome: Work for aspirations and dreams folder; corridor display

Topic 2: Geography - Rivers

Key Question: – If water is flowing down a river to the sea, why doesn't the river empty or run out of water?

Subject	Science	Geography	History	DT	Art	Computing	Music	PE	MFL	PSHE	RE
Areas of learning	Animals including humans	River features The water cycle Comparing the Thames and the Amazon		Model rivers 3D modelling of Thames or Amazon	Pointillism pictures	Presentation (word and power point skills)	Exploring descriptive sounds Exploring rhythmic patterns	Games hockey and basketball Gym	J'apprends le français Les animaux	Caring for Our School Helpfulness Team building Cooperation-	Hinduism Divali Christmas (belonging)
Unit question	What living things can we find in and around rivers?	If water is flowing down a river to the sea, why doesn't the river empty or run out of water?		How does a river flow from source to mouth?	How can we use colour to represent water in a painting?	How can we present information about rivers to engage the audience?				Learning from our mistakes	

Main outcome:

DT models to show the flow of the river and for children to use in their presentations about the water cycle, PowerPoints of the water cycle, the water.

Topic 3: History - The Romans

Key Question: Why did the Roman Emperor Claudius leave hot sunny Italy to invade cold wet Britain?

Subject	Science	Geography	History	DT	Art	Computing	Music	PE	MFL	PSHE	RE
Areas of learning	Forces States of Matter		Romans in Britain	Roman Feast (food technology)	Mosaics	Programming in animation	Exploring Pentatonic scales	Gym Striking and field games	Les Instruments Petit Chaperon Rouge	Looking after your teeth Two sides to every story	Jesus and miracles Easter - forgiveness
Unit question	Forces - How quickly can we make something move? States of matter- Where did the water go?		Why did the Roman Emperor Claudius leave hot sunny Italy to invade cold wet Britain?	What did the Romans eat?	How can you use mosaics to depict an aspect of your life?	How can we use and Scratch to create a short game with Roman characters?	Exploring singing games	Dance Net wall games		Friendships Fundraising Patience Respect	

Main outcome:

Children set up a museum in the classroom to include pictures/models and information about Roman artefacts. They create a museum leaflet for visitors explaining what some of the artefacts are.

Topic 4: Science - Environments

Key Question: How can we slow down global warming?

Subject	Science	Geography	History	DT	Art	Computing	Music	PE	MFL	PSHE	RE
Areas of learning	Animals including humans Plants			Design and make an eco- friendly home (materials)	Paintings of different environments on earth	We are bug fixers	Exploring arrangement and exploring sound colours	Dance Net/ wall games Athletics	Je Peux... Ancient Britain - L'ancienne Histoire De La Grande Bretagne	Courtesy to others when on a school trip Determinati on- if at first you don't succeed Self- Discipline Gratitude Honesty	Hindu beliefs and Sikhism
Unit question	How can we slow down global warming?			Which materials will help you're your house warm?	What colours can be created to show the varying environments on earth?	How can we build up resilience and strategies for problem solving in real life by debugging programmes ?					

Main outcome: Children create their eco homes that are designed to be well insulated. They display their results from testing and design a sales poster to advertise their house to a potential buyer. Set up a 'Global Warming Conference' where children present their house and test results to the rest of the class. The class vote for the best designed house.

Topic 5: Enterprise

Key Question: How can we make a profit?

Main outcome: Enterprise Fair