

Year 3	RE/SMSC Diaries of reflection	Computing	Science and Technology	Humanities History, Geography and French	The Arts Music Art D&T	Physical Education, Health and Well-Being
Autumn Term 1 (VISIT: CELTIC HARMONY CAMP)	Sikhism (Baptism)	Bringing Images to Life	Forces and Magnets	Pre-History Je parle Français (I speak French!)	Music: Environment – Looking at composition. Building – Looking at beat. Artists: Stone Age Painting/Ornaments	Games: Football/netball/rugby PE: Gymnastics and Dance: compositional ideas including matching, mirroring, unison and canon SEAL: New Beginnings/Getting on and Falling out
Autumn Term 2	Christmas Angels Sending news at Christmas		Animals- nutrition	Celts	Music: Sounds – Exploring sounds. Poetry – Looking at performance. D&T: Celtic Round Houses Celtic crosses (Christmas Card)	
Spring Term 1 VISIT: VERULAMIUM	Retell the story of the Exodus Identify places of famine and respond with ways of how people can share more equally	Programing and games	Light	Romans: Roman Empire and the Impact on Britain L'Année (The Year) UK Geography (Countries, Counties, Cities, Mountains, Coasts and Rivers)	Music: China – Looking at pitch. Time – looking at beat. Artist: Vincent Van Gogh	Games: Hockey/basketball/OAA PE: Swimming SEAL: Say no to bullying and Going for Goals
Spring Term 2	Easter –Importance of Sharing Food-Last Supper God as Trinity		Animals- skeletons, muscles and movement		Music: In the Past – Looking at pitch. Communication – Looking at composition. D&T: Sandwich Making Mosaics (Easter cards)	
Summer Term 1	Special places Special Books and Sacred Texts	Keeping Informed	Plants	Roman link-Village Settlers UK Geography: Comparing Broxbourne to a Northern Industrial City Le Corps (The Body)	Music: Human body – Looking at structure in music. Singing French – Exploring pitch. Artist: Goldsworthy Sculptures of living things/plants	Games: Athletics/Cricket and Rounders PE: Gymnastics and Dance SEAL: Relationships/changes
Summer Term 2	Does a beautiful world mean there is a wonderful God?		Rocks		Music: Ancient Worlds – Musical Structure. Food & Drink – Looking at performance. D&T: Cushion Design & Make	

