

Curriculum Overview
Bumblebees (Year 3) Summer Term 2025

Interconnected Question: What can we learn from the Ancient Egyptians?

Key Texts	Anticipated Writing Outcomes
The Story of Tutankhamun (Non-Fiction) Patricia Cleveland-Peck & Isabel Greenberg	<ul style="list-style-type: none"> • A start of a suspenseful narrative based on the video of Tadeo Jones. • A biography of Tutankhamun
Science	History
LIGHT <ul style="list-style-type: none"> • Recognise that they need light to see things • Notice that light is reflected from surfaces • Safety around light and protecting eyes • Shadows - how they are formed • Finding patterns with size of shadows 	Egyptians <ul style="list-style-type: none"> • Who were the Ancient Egyptians? • Who were the Pharaohs? • What were the Pyramids? • Who were the gods and goddesses of Ancient Egypt? • What did hieroglyphics look like? • Who was Tutankhamun? • What was mummification?
Computing	Geography
Desktop Publishing <ul style="list-style-type: none"> • recognise how text and images convey information • recognise that text and layout can be edited • choose appropriate page settings • add content to a desktop publishing publication • consider how different layouts can suit different purposes • consider the benefits of desktop publishing Events and Actions <ul style="list-style-type: none"> • explain how a sprite moves in an existing project • create a program to move a sprite in four directions • adapt a program to a new context • develop my program by adding features • identify and fix bugs in a program • design and create a maze-based challenge 	The River Nile <ul style="list-style-type: none"> • Describe location and features of River Nile • Describe journey of Nile from source to mouth • Investigate positive and negative effects of Aswan High Dam • Physical and Human Geography of Nile Delta • Investigate uses of the River Nile and how these have changed over time
Design and Technology	Art and Design
Whole school project - design and create a recycled scarecrow <ul style="list-style-type: none"> • understand what a Design Criteria is • create a Design Criteria • create a product • evaluate a final product against a Design 	Ancient Egyptian Scrolls <ul style="list-style-type: none"> • Recognise and discuss the importance of Ancient Egyptian art. • Consider the suitability of a surface for drawing. Record colours, patterns and shapes through observational drawing.

Criteria	<ul style="list-style-type: none"> • Produce a final design with a clear purpose.
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Discrete Subjects

Maths	
<ul style="list-style-type: none"> • Mass and capacity - using scales, measuring in grams, litres and millilitres • Fractions - adding and subtracting, fractions of objects, equivalent fractions • Money - adding/subtracting, pounds and pence, find change • Time - telling the time to 5 mins and 1 min, years, months, days, minutes and seconds, time problems • Shape - right angles, horizontal, vertical, perpendicular and parallel lines, recognise 2D and 3D shapes • Statistics - pictograms, bar charts, tables • Length and Perimeter - measuring in centimetres, metres and millimetres, converting between centimetres, metres and millimetres and calculating and measuring perimeter 	
Religious Education	Relationships, Sex and Health Education
<p>UC - What kind of World did Jesus want?</p> <ul style="list-style-type: none"> • Begin to understand the link between Jesus calling the first disciples and why Christians today try to be 'fishers of people'. • Offer suggestions about what Jesus's actions to the leper might mean to Christians today. • Give examples of how Christians try to show love to all, across the world, whilst making links with Bible stories studied. • Be introduced to the term evangelism and evangelist <p>Emmanuel Project - How does a Muslim show their submission and obedience to Allah?</p> <ul style="list-style-type: none"> • ENGAGE with idea of willing obedience • ENQUIRE into the importance of obedience / submission to Allah for a Muslim • EXPLORE ideas about submission and obedience in Muslim stories or in the Qur'an • EXPLORE Muslim Community Practice - showing submission / obedience in ritual prayer • EXPLORE Muslim Living - aspects of obedience and submission to Allah in everyday 	<p>RELATIONSHIPS</p> <ul style="list-style-type: none"> • Family roles and responsibilities • Friendship • Keeping myself safe • Global citizenship <p>CHANGING ME</p> <ul style="list-style-type: none"> • How babies grow • Babies • Body changes • Family stereotypes • Looking ahead
Music	Physical Education
-identify and name instruments of the orchestra -know what note and rest lengths are in standard notation -create rhythm patterns - use boomwhackers to understand how they work and to create a melody and harmony	<p>Rounders</p> <ul style="list-style-type: none"> • Move into space to help their team keep possession and score goals. • Develop bowling with some consistency, abiding by the rules of the game. • Use overarm and underarm throwing with increased consistency in game situations.

Musical Knowledge - music games, boomwhackers, rhythm games, call and response improvisation

- Beginning to catch with one and two hands with some consistency in game situations

Ball Skills

- Accurately use a range of techniques to send a ball to a target.
- Catch different sized objects with increasing consistency with one and two hands.
- Consistently track a ball sent directly and indirectly.
- Dribble a ball with increasing control and co-ordination.

Swimming

- Explore technique for specific strokes to include head above water breaststroke, backstroke and front crawl
- Demonstrate improved breathing technique in front crawl
- Are comfortable with some personal survival techniques to include survival strokes such as sculling and treading water.

Athletics

- Develop an understanding of speed and pace in relation to distance.
- Develop power and speed in the sprinting technique.
- Develop technique when jumping for distance.
- Explore power and technique when throwing for distance in a pull and heave throw.

Modern Foreign Languages

Spanish - Las Verduras

- Name, recognise and recall from memory up to 10 vegetables in Spanish.
- Attempt to spell some of these nouns with their plural article/determiner.
- Learn and use the high frequency verb quisiera from the verb querer, to want in Spanish.

Spanish - Los Animales

- Name and recognise up to 10 animals in Spanish.
- Attempt to spell some of these nouns with their correct indefinite article.
- Pretend that we are a particular animal using the 1st person singular of the verb ser (soy = I am).