

### SCIENTISTS in Year 3 should be able to:

- Observe, describe and compare using Key Stage 2 scientific vocabulary
- Group and order observations giving scientific reasons
- Ask scientific questions and use information/collect data to answer them
- Predict what might happen and begin to explain why using everyday ideas
- Measure in standard units
- Test out their own/someone else's ideas
- Plan a fair test with help
- Explain observations using cause and effect
- Draw simple tables and bar charts to record their own observations/data
- Talk about observations/results and begin to use scientific facts to explain them
- Find and talk about simple patterns in results
- Communicate findings in a variety of ways
- Talk about how to improve their own work

### GEOGRAPHERS in Year 3 should be able to:

- Describe and compare the features of places using geography words.
- Locate places on a range of maps e.g. OS, atlas, google
- Talk about and locate regions, cities, rivers, mountains and seas around the UK.
- Find out people's opinions of places and communicate findings.
- Draw maps using grid references, scale and symbols.
- Talk about places using 8 points of the compass.
- Talk about and describe countries in Europe.
- Describe how rivers are formed.
- Explain why people settle in different places.
- Talk about environmental issues affecting areas they are studying.
- Present work in a range of methods including ICT.

### HISTORIANS in Year 3 should be able to:

- Talk about the past and present using appropriate dates, centuries and time vocabulary
- Order a people, objects and events using a time line
- Ask historical questions and use a wide variety of evidence to find answers
- With help, present information about the past using a wide range of methods
- Use a wide variety of sources to find out about the past and begin to explain why there may be differences

### ARTISTS in Year 3 should be able to:

- Collect ideas for their work in a sketchbook
- Evaluate and refine their own work
- Use digital cameras to collect ideas for artworks and annotate
- Paint pictures using a variety of paints (including ones they have mixed), brushes and brush strokes
- Note down how artists have used paint and techniques to create shapes, textures, patterns and lines
- Sketch using a variety of media, grades of pencils, lines, patterns, textures and tones
- Create printing blocks and make prints of 2 or more colours
- Investigate how print is used in everyday life by designers/artists and compare their methods/techniques
- Create collages, montages and mosaics using a variety of media and methods
- Create purposeful textile work that uses a variety of stitches, joins, fabrics and methods of colouring
- Explore other methods of weaving e.g. God's eyes
- Create 3D nets, models and pottery inspired by other cultures using a variety of techniques
- Add materials to other pieces of work to create texture, expression or movement



Academy St James

Year 3

KEY SKILLS

### MUSICIANS in Year 3 should be able to:

- Describe music using the correct terminology.
- Talk about how music affects mood and feelings.
- Sing songs clearly in a group and play notes on instruments.
- Combine musical elements to compose music.
- Describe the different purposes of music throughout history.
- Compose and perform melodies (including ICT) with repeating patterns and a range of instruments.
- Explain the effect of their music on themselves.

### DESIGNERS in Year 3 should be able to:

- Plan and design ideas, and use appropriate tools, for a range of purposes.
- Explain what is good about own products and how they have improved their own work.
- Create a textile product by selecting and combining appropriate textiles.
- Prepare, make and measure ingredients to make a food product for an intended user.
- Describe food products in terms of taste, texture and flavour.
- Make a model using stiff and flexible sheets and describe how they made it using DT words.
- Create a product using a simple circuit.

### A SPORTS PERSON in Year 3 should be able to:

- Talk about how their work is similar to and different from other performances.
- Talk about which skills are appropriate for each discipline.
- Talk about their health and PE.
- Move in controlled way and change their dynamics.
- Create a dance routine to communicate an idea and improvise.
- Play as part of a team and use the equipment accurately.
- Use underarm, overarm to hit a target.

### A COMPUTER USER in Year 3 should be able to:

- Independently turn on computer, sign in and navigate to find programs.
- Create algorithms and programming to design a sequence of instructions.
- Debug algorithms to complete specific goals.
- Use the internet to do searches, collect information and find images.
- Can use digital camera and manipulate, improve images.
- Use the computer to present information.
- I know what to do if I am concerned about something I see on the computer.