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

* Talk about the past and present using appropriate dates, centuries and time vocabulary
* Begin to tell the story of periods in history
* Order 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

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

* Describe and compare the features of places using geographical words.
* Locate places on a range of maps (e.g. OS, atlas, google) using grid references, symbols and keys
* Talk about and locate regions, cities, rivers, mountains and seas around the UK.
* Draw sketch maps and plans with symbols and keys.
* Describe the location and direction of objects and places using 8 points of the compass.
* Talk about and describe countries/places in Europe.
* 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.

**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



**Year 3**

**KEY SKILLS**

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

* Talk about how their work is similar and different from other performances.
* Talk about which skills are appropriate for each discipline.
* Talk about their health and PE.
* Move in a 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:**

* Decompose problems into smaller steps when writing code.
* Design, write and debug programs for specific goals.
* Use sequence and repetition in programs
* Use search technology effectively and safely
* Identify a range of ways to get support and report issues.
* Recognise unacceptable behaviour online

**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.

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

* Collect ideas for their work in a sketchbook
* Evaluate and refine their own work
* Paint pictures using a variety of paints (including ones they have mixed), brushes and brush strokes
* Describe 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
* Create 3D models using a variety of techniques

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

* Sing recognisable tunes
* Perform simple songs in 2+ parts
* Perform rhythmically simple parts on instruments
* Create music with several layers of sound
* Explore the ways sounds can be combined
* Make improvements to their own work and comment on the effect
* Listen to and recall repeated patterns
* Begin to use musical notation to represent music
* Listen to a range of music from different time periods and parts of the world and talk about it