

Year 3 Medium Term Plan: Autumn 1 2026-27

 SUBJECT	WEEK 1 Article 28—You have the right to a good quality education. Global Goal 4—Quality Education	WEEK 2 Article 23—You have the right to special education and care if you have a disability, so you can live a full and independent life. Global Goal 10—Reduced inequalities	WEEK 3 Article 30—You have the right to practice your own culture, language and religion. Global Goal 16—Peace & Justice	Week 4 Article 29—Your education should help you use and develop your talents and abilities. It should also help you learn to live peacefully, protect the environment and respect other people Global Goal 13—Climate action	WEEK 5 Article 2—No child should be treated unfairly on any basis. Global Goal 3—Good health & wellbeing	WEEK 6 Article 27—You have the right to food, clothing, a safe place to live and have your basic needs met. Global Goal 2—Zero hunger	WEEK 7 Article 12—You have the right to give your opinion, and for adults to listen and take it seriously. Global Goal 5—Gender equality
	ENGLISH Genres	ENGLISH Genres	ENGLISH Genres	ENGLISH Genres	ENGLISH Genres	ENGLISH Genres	ENGLISH Genres
Maths	Addition & Subtraction	Addition & Subtraction	Place Value Numbers to 100	Place Value beyond 100	Place value up to 1000	Measurement	Place Value up to 1000
SCIENCE	Animals including humans Recap prior learning	Animals including humans Knowledge: To know animals can't make their own food Skills: Recording	Animals including humans Knowledge: To know animals need the right amount of food Skills: To report on findings	Animals including humans Knowledge: To know that humans and some animals have skeletons Skills: To use evidence to answer questions	Animals including humans Knowledge: To know that humans and some animals have skeletons Skills: To record data	Animals including humans Knowledge: To set up a simple test Skills: To record data	Animals including humans Assess and review learning
COMPUTING	Purple Mash Online Safety	Coding: using flowcharts	Coding: using timers	Coding: using repeat	Coding: code, test and debug	Coding: Design & make an interactive scene	Coding: Design & make an interactive scene
HUMANITIES	Theme week	Introduction the Stone age: Timeline	The Palaeolithic Period	The Mesolithic Period	The Neolithic Period	The Bronze Age	The Iron Age
Art & Design and technology	Theme week:	Painting a self portrait	Pointillism Georges Seurat	pointillism	experimenting with charcoal	study of cave paintings	creating a piece with charcoal
RE	Everyday signs & symbols have meanings	Religious symbols	Meanings of religious symbols	Symbolic rituals	Symbolic colours in different religions	Symbolic art	Comparing symbols of different religions
PE	Athletics Basketball	Athletics Basketball	Athletics Basketball	Athletics Basketball	Athletics Basketball	Athletics Basketball	Athletics Basketball
Music	Violin—MMF	Violin—MMF	Violin—MMF	Violin—MMF	Violin—MMF	Violin—MMF	Violin—MMF
PSHE	Introducing class character	Setting personal goals	Facing challenges	Thinking about everyone's right to learn	Caring about other peoples' feelings	Understanding how my actions affect others	Review charters
FRENCH	Introduction to France	Greetings	My name is...	Feelings	Numbers to 20	Colours	Assess & Review