

Year 3 Curriculum Overview - Term 4, 2025

Religion

Students will investigate the following concepts:

- Reflect on how the key messages of the parables can be applied in their own lives and actions
- Investigate the messages Jesus shared through parables and how they relate to Christian values
- Make connections between the stories of Jesus and their own experiences of kindness, forgiveness, and fairness
- Reflect on how hope, peace, joy and love are expressed during the Advent season.



English

In Reading and Viewing, students will learn the following skills:

- Develop reading comprehension strategies such as predicting, summarising, questioning and making inferences
- Analyse characters, themes, and settings and explore how authors use language to create meaning
- Discuss big ideas in the text, including friendship, freedom and responsibility and connect them to their own lives and the wider world
- Compare different perspectives within the story and justify their own interpretations using evidence from the text.



In Writing, students will learn the following skills:

- Explore the features and structure of persuasive texts, including strong introductions, arguments and conclusions
- Learn to use persuasive devices such as emotive language, rhetorical questions and high-modality words
- Plan, draft, and publish persuasive pieces on topics connected to *The One and Only Ivan* and real-world issues
- Build their ability to edit and revise for clarity, accuracy and impact
- Continue to develop handwriting, spelling, punctuation and grammar skills in context.

In Term Four, the students will continue using a weekly SMART spelling approach, using syllable, letter and sound strategies.

Spelling sounds and rules in focus				
Week 1	Week 2	Week 3	Week 4	Week 5
The digraph /aw/ making the sound "or" as in saw. PDF 149_The_digr...	The digraph /se/ making the sound "z" as in cheese. PDF 148_The_digr...	The trigraph /our/ making the sound "eh" as in colour. PDF 150_The_trigr...	The quadgraph /eigh/ like in eight and the split digraph /a – e/ both making the sound "A" PDF 151_eigh_and...	N/A
Week 6	Week 7	Week 8	Week 9	Week 10
Plurals ending in y. PDF 152_Plurals_...	Plural rule 3. Words ending in f or fe – drop the f or fe and add ves. PDF 153_Plural_ru...	Plurals ending in o, usually add es *are exceptions where you just add s. PDF 154_plurals_e...	The consonant suffix -ful that means to be filled with. PDF 155_Consona...	The consonant suffix -less. PDF 156_The_con...

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In Speaking and Listening, students will learn the following skills:

- Extend topic-specific and appropriate vocabulary
- Use cooperation strategies and interaction skills to contribute to discussions
- Plan and rehearse a short oral presentation for their 'Inquiry and Design & Technology Expo'.

Mathematics

In Number, students will learn the following skills:

- Follow and create algorithms to generate number patterns
- Identify and generate multiples by using and analysing emerging patterns produced by algorithms.

MULTIPLICATION TABLE

1 x 1 = 1	2 x 1 = 2	3 x 1 = 3	4 x 1 = 4	5 x 1 = 5
1 x 2 = 2	2 x 2 = 4	3 x 2 = 6	4 x 2 = 8	5 x 2 = 10
1 x 3 = 3	2 x 3 = 6	3 x 3 = 9	4 x 3 = 12	5 x 3 = 15
1 x 4 = 4	2 x 4 = 8	3 x 4 = 12	4 x 4 = 16	5 x 4 = 20
1 x 5 = 5	2 x 5 = 10	3 x 5 = 15	4 x 5 = 20	5 x 5 = 25
1 x 6 = 6	2 x 6 = 12	3 x 6 = 18	4 x 6 = 24	5 x 6 = 30
1 x 7 = 7	2 x 7 = 14	3 x 7 = 21	4 x 7 = 28	5 x 7 = 35
1 x 8 = 8	2 x 8 = 16	3 x 8 = 24	4 x 8 = 32	5 x 8 = 40
1 x 9 = 9	2 x 9 = 18	3 x 9 = 27	4 x 9 = 36	5 x 9 = 45
1 x 10 = 10	2 x 10 = 20	3 x 10 = 30	4 x 10 = 40	5 x 10 = 50
6 x 1 = 6	7 x 1 = 7	8 x 1 = 8	9 x 1 = 9	10 x 1 = 10
6 x 2 = 12	7 x 2 = 14	8 x 2 = 16	9 x 2 = 18	10 x 2 = 20
6 x 3 = 18	7 x 3 = 21	8 x 3 = 24	9 x 3 = 27	10 x 3 = 30
6 x 4 = 24	7 x 4 = 28	8 x 4 = 32	9 x 4 = 36	10 x 4 = 40
6 x 5 = 30	7 x 5 = 35	8 x 5 = 40	9 x 5 = 45	10 x 5 = 50
6 x 6 = 36	7 x 6 = 42	8 x 6 = 48	9 x 6 = 54	10 x 6 = 60
6 x 7 = 42	7 x 7 = 49	8 x 7 = 56	9 x 7 = 63	10 x 7 = 70
6 x 8 = 48	7 x 8 = 56	8 x 8 = 64	9 x 8 = 72	10 x 8 = 80
6 x 9 = 54	7 x 9 = 63	8 x 9 = 72	9 x 9 = 81	10 x 9 = 90
6 x 10 = 60	7 x 10 = 70	8 x 10 = 80	9 x 10 = 90	10 x 10 = 100

In Measurement, students will learn the following skills:

- Measure, compare and order the length of objects using metric units
- Read, measure and compare mass and capacity using scaled instruments
- Estimate the length, mass and capacity of objects
- Locate and identify angles in the real world
- Identify angles as a measure of turn
- Compare angles and turns to right angles.

In Probability, students will learn the following skills:

- Identify and compare the likelihood of events happening
- Use mathematical language of chance such as, 'maybe, probably, and even chance'
- Conduct chance experiments with more than two outcomes.

Wellbeing

Students students will learn about the following concepts:

- Problem Solving - developing strategies to think critically and make positive choices
- Conflict Resolution - learning ways to manage disagreements respectfully and calmly
- Cyber Safety - understanding how to stay safe and make responsible choices online
- Buddy Activities - building connections with peers through shared learning and teamwork.

Inquiry Learning

Design and Technology - 'How can inventions make our life easier?'

Students students will learn about the following concepts:

- How design solutions are created to meet the needs of communities and their environments
- The roles and contributions of people working in design and technologies occupations
- How the features of technologies can be used to create designed solutions
- Identifying needs or opportunities and generating ideas in response
- Evaluating ideas and solutions against criteria for success, including sustainability
- Developing and communicating design ideas using drawings, models, annotations, and symbols
- Planning and sequencing steps in design and production processes
- Selecting and safely using appropriate tools, materials, and techniques to create solutions.

Digital Technologies

Students will learn the following skills:

- Collect, organise and present different types of data using software tools to create information and solve problems
- Use the core features of common digital tools to share content, plan tasks and Collaborate, demonstrating agreed behaviours, supported by our teachers
- Recognise different types of data and explore how the same data can be represented differently depending on the purpose.



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Performing Arts

Students students will learn the following skills:

- Read music notes and play them accordingly on their instruments (xylophone/glockenspiel)
- Maintain the tempo of a piece of music when playing with a group
- Rehearse and perform as part of an ensemble for their peers
- Select sounds and instruments to create a soundscape that matches an image
- Use a range of percussion instruments (maracas, claves/rhythm sticks, bells) to create rhythms that match a song
- Match the pitch of notes they hear
- Sing with clear diction
- Sing and memorise the melody of a song.

Visual Art

Students students will learn the following skills:

- Explore printing techniques using foam, paint and paper
- Create patterns by carving into printing foam
- Experiment with creating symmetry through repeated printing
- Select contrasting colours for their artwork
- Experiment with creating interesting irregular shapes
- Explore techniques in painting with stencils to create abstract artworks.

Physical Education

Students students will learn the following skills:

- Develop aiming, timing, and ball control skills through modified tennis drills and gameplay
- Work collaboratively to follow rules and promote fair play in competitive and cooperative games
- Apply feedback to improve technique and movement effectiveness
- Practise key soccer skills such as dribbling, passing, defending and shooting
- Apply basic movement strategies like positioning and teamwork during small-sided Soccer games
- Build confidence in transferring movement skills between different game settings.

Italian

Students will learn the following skills:

- Learn the name of 2D shapes, in Italian
- Use 'lati' and 'angoli' to say how many sides and angles the shapes have
- Follow a set format to write about shapes, in Italian
- Create a word find of 2D shapes, in Italian
- Take a 'Shape Walk' Draw the item that resembles that shape in the spaces provided
- Play a game called ' Osserva Bene' - Which shape is missing? and give the name in Italian
- Watch a video explaining how to use shapes to draw pictures
- Use shapes to draw a robot
- Use the shapes provided to make pictures
- Work on a Project- Design a Carnevale mask or a picture of your choice using the 2D shapes.