



Year 3 Overview - Scope and Sequence

YEAR 3	Main Lessons	English	Mathematics/Science
Term 1	Creation Stories (English/HASS) <ul style="list-style-type: none"> - Tense - Story retelling - Paraphrasing - Sequence of events in history Math Mentals (Mathematics/The Arts) <ul style="list-style-type: none"> - Mental arithmetic - Math strategies - Artistic work Chemistry (Science) <ul style="list-style-type: none"> - Changes of states - Predicting and testing - Compare results with predictions 	Reading and Writing <ul style="list-style-type: none"> - Recounts - Mood - Adverbs - Paragraph structure - Clause and subject/verb agreement Spelling <ul style="list-style-type: none"> - Silent letters - Compound words Handwriting <ul style="list-style-type: none"> - Year 3 Cursive 	Numbers and Algebra <ul style="list-style-type: none"> - Odds and evens - Numbers to 10, 000 - Partitioning numbers to 10, 000 Measurement and Geometry <ul style="list-style-type: none"> - Short measurement investigations - Choose appropriate measurement units Statistics and Probability <ul style="list-style-type: none"> - Conduct chance experiments - Play games of chance - Fair Tests
Term 2	Hebrew Tales 1 (English/The Arts) <ul style="list-style-type: none"> - Annotated comprehension - Reading strategies - Sequencing events in stories - Observing artwork with biblical themes Fractions (Mathematics/STEAM) <ul style="list-style-type: none"> - Fractions - Decimals - STEAM Investigations 	Writing <ul style="list-style-type: none"> - Evaluating tense - Apostrophes - Speech marks and dialogue - Review commas Spelling <ul style="list-style-type: none"> - Contractions - <i>Have a go Book</i> Handwriting <ul style="list-style-type: none"> - Year 3 Cursive 	Numbers and Algebra <ul style="list-style-type: none"> - Subtracting large numbers with carrying - 2x, 3x, 5x, 10x and opposing division - More difficult word problems Statistics and Probability <ul style="list-style-type: none"> - Design and implement a research study - Graph and explain data

	<p>Agriculture (HPE/Design Technology)</p> <ul style="list-style-type: none"> - Farmers and forests - Growing food - Grouping living things 	<p>Reading</p> <ul style="list-style-type: none"> -Comprehension and understanding -Reading for enjoyment 	<ul style="list-style-type: none"> - Read a variety of data presented in different ways
Term 3	<p>Hebrew Tales 2 (English)</p> <ul style="list-style-type: none"> - Student driven novel study - Explore and evaluate text - Personal preferences <p>Homes and Shelters (STEAM/Design and Technology/HASS)</p> <ul style="list-style-type: none"> - Designing shelters and homes - History of dwellings - Trial and error - Materials, tools and processes - Timelines <p>Computers (Digital Technology)</p> <ul style="list-style-type: none"> - History of computers - Digital systems 	<p>Reading and Writing</p> <ul style="list-style-type: none"> - Annotated comprehension on topics of interest - Text comparisons - Genre - Characterisation - Point of view - Book reviewing <p>Spelling</p> <ul style="list-style-type: none"> - Homophones <p>Handwriting</p> <ul style="list-style-type: none"> - Year 3 Cursive 	<p>Numbers and Algebra</p> <ul style="list-style-type: none"> - Fractions - Money problems - Practise adding and subtracting large numbers with carrying <p>Measurement and Geometry</p> <ul style="list-style-type: none"> - Time to the minute - Identify and measure angles - STEAM activities and maths investigations
Term 4	<p>Hebrew Tales 3 (English)</p> <ul style="list-style-type: none"> - Persuasive texts - Listening and Speaking - Oral presentations - Short debates - Backing up statements with fact <p>Robotics (Digital Technology)</p> <ul style="list-style-type: none"> - Laws and uses of robots - Design and innovation - Artificial intelligence - Programming - Problem solving - Sources of power <p>Growth Mindset (HPE)</p> <ul style="list-style-type: none"> - Healthy thinking - Emotional health 	<p>Culminating Task</p> <p>Research Assignment</p> <ul style="list-style-type: none"> - Searching the web for information texts - Evaluating sources - Finding other sources of information - Paraphrasing - Note taking - Paraphrasing/note taking from documentaries - Drafting - Editing - Redrafting - Publishing - Self-evaluating 	<p>Rehash and Revise</p> <ul style="list-style-type: none"> - Review all areas <p>Culminating Task - Investigation</p> <ul style="list-style-type: none"> - Investigate different types of maths games for children - Design and create a mathematics game - Analyse design and evaluate effectiveness

	<ul style="list-style-type: none">- Growth versus fixed mindset- Healthy boundaries		
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