



**END OF YEAR
EXPECTATIONS
FOR
YEAR 3
2026 - 2027**



BOXGROVE PRIMARY SCHOOL, BOXGROVE LANE,
GUILDFORD, SURREY GU1 2TD
TEL NO: (01483) 563701
EMAIL: OFFICE@BOXGROVE.SURREY.SCH.UK



ENGLISH

WORD READING

- Apply their growing knowledge of root words, prefixes and suffixes (etymology and morphology) both to read aloud and to understand the meaning of new words they meet.

Read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word.

COMPREHENSION

Develop positive attitudes to reading and understanding of what they read by:

- Listening to and discussing a range of fiction, poetry and non-fiction
- Using dictionaries to check the meaning of words that they have read.

Understand what they read, in books they can read independently, by:

- Checking that the text makes sense to them, discussing their understanding and explaining the meaning of words in context
- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions
- Predicting what might happen from details stated. Retrieve and record information from non-fiction
- Participate in discussion about both books that are read to them and those they can read for themselves.

COMPOSITION

- Plan their writing by discussing and recording ideas
- Draft and write by:
 - Organising paragraphs around a theme
 - Creating settings, characters and plot, in narratives
- Evaluate and edit by proof-reading for spelling and punctuation errors.

SPELLING AND GRAMMAR

- Write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far
- Use standard English forms for verb inflections instead of local spoken forms. Use of 'a' or 'an'
- Express time, place and cause using conjunctions (e.g., when, before, after, while, so, because), adverbs (e.g., then, next, soon, therefore), or prepositions (e.g., before, after, during, in, because of)
- Introduction to inverted commas to punctuate direct speech
- Headings and sub-headings to aid presentation.

**We want everyone in our community to
find their strengths and talents**

MATHS

NUMBER, PLACE VALUE & THE FOUR OPERATIONS

(+ - x ÷)

- Count in multiples of 4, 8, 50 and 100
- Find 10 or 100 more or less than a given number
- Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- Solve number problems and practical problems involving these ideas
- Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three-digit number and hundreds
- Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction
- Recall and use multiplication and division facts for the 3x, 4x and 8x tables
- Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progress to formal written methods.

FRACTIONS

- Count up and down in tenths: recognise that tenths arise from dividing an object into 10 equal parts; and from dividing one-digit numbers or quantities by 10
- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators
- Recognise and show, using diagrams, equivalent fractions with small denominators.

GEOMETRY & MEASUREMENT

- Measure, compare, add and subtract lengths (m/cm/mm)
- Measure, compare, add and subtract mass (kg/g)
- Measure, compare, add and subtract volume/capacity (l/ml)
- Add and subtract amounts of money to give change, using both £ and p in practical contexts
- Tell and write the time from an analogue clock, and 12-hour and 24-hour clocks
- Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.

DATA HANDLING

- Interpret and present data using bar charts, pictograms and tables.



SCIENCE

- Animals, including humans - their skeletons, muscles, food groups and nutrition
- Plants
- Light and shadow
- Rocks and fossils
- Magnets and forces.

COMPUTING

- Online Safety
- Word Processing
- Networks
- Journey inside a laptop
- Video trailers
- Databases.

GEOGRAPHY

- Investigate and locate Spain in Europe, identifying the main physical and human features, similarities and differences
- Local area study - investigate counties and how Guildford has changed over time
- Volcanoes.

HISTORY

- Investigate changes in Britain during the Stone Age, Bronze Age and Iron Age
- Beliefs and achievements of the Ancient Egyptians
- Order time periods and events in chronological order using BC and AD.

PE & SWIMMING

- Athletics - focusing on throwing, jumping and running
- Develop fundamental movement skills and apply to games
- Gymnastics - jumping and rolling individually or in combination
- Dance - create dances in relation to an idea or theme
- Swim unaided on both front and back
- Water safety.

DESIGN & TECHNOLOGY

- Design and make a dip
- Pneumatic mechanisms
- Textiles: Egyptian neck collars.

ART AND DESIGN

- Collect and develop ideas from nature, history and the curriculum
- Master techniques in drawing, painting and print making
- Create original pieces that show a range of styles and influences

PSHE

- Strengths and challenges
- Zones of Regulation
- What helps me choose
- Bullying - see it, say it, stop it
- Tobacco is a drug
- Celebrating differences
- Spending, saving and budgeting.

