

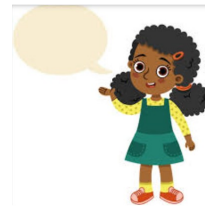
Term Three — Year 3 Curriculum Overview 2026

English

This term, students will read, examine, comprehend, write and present persuasive texts. They will create and present their own persuasive text which includes an introduction, main ideas and a conclusion. They will use persuasive language features such as modal verbs, exaggeration and rhetorical questions to state their own point of view. Students will use paragraphs with topic sentences with expanded details and justifications.

Reading

Students will develop their reading skills by continuing to decode texts and build on comprehension strategies. They will make personal connections to texts and explain characters actions and motives.



How to help your child with this:

- Read daily with or to your child (home readers, library books or other picture books, comics, magazines, lists, recipes, brochures, chapter books).
- Provide opportunities for your child to use their persuasive skills on you e.g. to convince you to watch their favourite movie or go to a certain restaurant for dinner

Mathematics

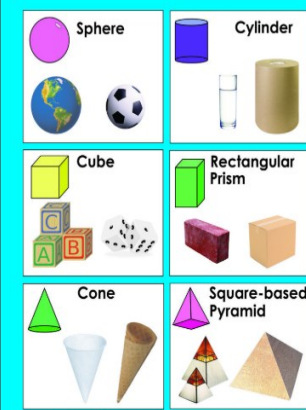
Number and Algebra: Students will recall multiplication facts for single-digit numbers, solve problems using efficient strategies for multiplication (groups, arrays and jump strategy) and model and represent unit fractions ($\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{10}$).

Measurement and Geometry: Students use metric units to measure and compare length, mass and capacity. They will make a model of a three-dimensional object and describe its features (edges, corners/vertices and faces).

How to help your child with this:

1. Talk about multiplication situations (e.g. how many groups of the object, how many in each group, how many altogether).
2. Identify everyday 3 dimensional objects.

Three-Dimensional Objects



Science – Spinning Earth

This term students will investigate the movement of the Earth and sun and how they interact with each other. They will use everyday observations to explain how there is day and night, sunrises, sunsets and shadows. Students will identify the observable and non-observable features of Earth and compare its size with the sun and moon. They will make observations of the changes in sunlight throughout the day and investigate how Earth's movement causes these changes.

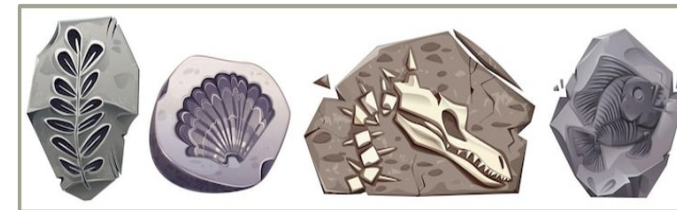


How to help your child:

1. Observe the day and night skies together to see the permanent and temporary features
2. Watch a sunrise or sunset together and observe what changes happen in the sky.
3. Observe the changes to your shadows during the day together. You could even draw your own shadow to see how it changes!

The Arts—Visual Arts

This semester, students are exploring visual arts through planning an artwork using found objects as a stimulus. Students will use found objects to communicate meanings and ideas about landscapes in their work. They will use a variety of different artwork and modelling techniques to help create and shape their artwork. Parents are encouraged to help by advocating for their children to make artworks using non-traditional formats and objects to help inspire creativity and originality.



Technologies

Students will be investigating digital systems and creating a cyber safety guessing game using visual programming language on Scratch 3.0.



HASS - Exploring Places Near and Far

Students will be representing data on graphs and identifying places on maps using legends and compasses. Students will be identifying similarities and differences between places within Australia and surrounding countries. This will involve exploring natural and human features of places. They will describe the importance of rules and making decisions democratically.

How to help your child with this:

1. Look and discuss map features.
2. Compare places by talking about their similarities and differences.
3. Look at graphs and describe information/data on graphs.



Health and Physical Education

In PE, students will play various sports to investigate the concepts of sportsmanship, winning and losing. Students will discuss how to handle situations in games. In Health, the above concepts are further examined and the use of resilience is explored.



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