

## **Curriculum Overview 2015-16**

Class 2 Year group 3/4	Term 1	Term2	Term3	Term 4	Term 5	Term 6
Geography	a region in a E country, and a North or South Ecuador Human geograp economic active trade links, an	ographical d differences udy of human eography of a United Kingdom, uropean region within h America- wity including d the distribution ources including	digital/comput locate countrie features studie  use the eight compass, four grid reference key (including Ordnance Surbuild their known	ases, globes and ter mapping to es and describe ed points of a and six-figure es, symbols and the use of	cities of the Ungeographical rehuman/physical key topographical and-use patter how some of the have changed.  Human geograp  human geograp types of settler use.  Geographical skeen use fieldwork to measure, record	tershire //ledge te counties and nited Kingdom, egions and their al characteristics, ical features and rns; understand hese aspects over time hy phy, including: ment and land ills/fieldwork o observe, rd and present al features in the



History		Attack!  The Roman Empire and its impact on Britain Julius Caesar's attempted invasion in 55-54 BC · Roman Empire by AD 42 and the power of its army ·successful invasion by Claudius and conquest, including Hadrian's Wall ·'Romanisation' of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity  Britain's settlement by Anglo-Saxons and Scots Roman withdrawal from Britain in c. AD 410 and the fall of the western Roman Empire ·Scots invasions from Ireland to north Britain (now Scotland)	A local history study     a depth study linked to one of the British areas of study listed above     a study over time tracing how several aspects of national history are reflected in the locality (this can go beyond 1066) – Tudors, Saxons, Stone Age, Romans     a study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality Tudors
Art & Design	<ul> <li>improve mastery of art and design techniques, including drawing, painting and sculpture</li> <li>Pop Art- Andy Warhol Luis Burgos Flor</li> </ul>	<ul> <li>Great artists, architects and designers in history.</li> <li>Line and form</li> <li>Colour</li> <li>Roman architecture and mosaic</li> </ul>	<ul> <li>Great artists, architects and designers in history.</li> <li>Nature in Art trip, Photography Lowry</li> <li>Use sketch books to record observations/review/revisit</li> </ul>



Design Technology Design Make Evaluate (within each unit)	<ul> <li>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> <li>Electrical quiz game</li> </ul>		Textiles- applique to tell a story  Romulus and Remus			
Music	appreciate and understand a wide range of music from different traditions and from great composers and musicians  South American music		<ul> <li>listen with attention to detail and recall sounds with increasing aural memory</li> <li>Telling a story with music- reading music</li> </ul>		<ul> <li>play and perform in solo and ensemble contexts</li> <li>improvise and compose music for a range of purposes         Recorders     </li> </ul>	
Science	Electricity (Y4)	Changing Materials- Liquids, solids and gases (Y4)	Sound (Y4)	Light and Shadow (Y3)	Green Plants (Y3/4)	Forces, magnets and springs (Y3)
Computing	Unit 3.1 We are programmers Programming	Unit 3.2 We are bug fixers  Computational thinking	Unit 3.3 We are presenters  Creativity	Unit 3.4 We are network engineers Computer networks	Unit 3.5 we are communicators Communication and collaboration	Unit3.6 we are opinion pollsters  Productivity.
	Unit 4.1 We are software developers Programming	Unit 4.2 we are toy designers  Computational thinking	Unit 4.3 we are musicians  Creativity	Unit 4.4 We are HTML editors Computer networks	Unit 4.5 we are co-authors Communication and collaboration	Unit 4.6 we are meteorologists  Productivity.
PE	Da	nce	Gymnastics		Athletics	s/Tennis



	Team building Invasion Games- Netball, football		Rounders	
RE	Where and how do Christians worship? Harvest- Trees Christmas- Journeys	How do religious families practice a faith and how does this influence their lives? Easter- Jesus takes the lead	Islam-What is the Qur'an? What do stories about Muhammad tell Muslims about Allah? Where, how and why do Muslims worship?	
PSHE	Mental Health-Y3	Getting Along	Money a	nd Finance
MFL	Classroom equipment	Hobbies/Past times	Weather	The High Street



## **Curriculum Overview 2016-17**

Class 2 Year group 3/4	Term 1	Term2	Term3	Term 4	Term 5	Term 6
Geography	Geographical skills and fieldwork  • use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied  • use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world		Mighty Earth Physical geography  describe and understand key aspects of: physical geography, including: mountains, volcanoes and earthquakes. Locational knowledge locate the world's countries, using maps to focus on Europe		Geographical skills and fieldwork  • use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.	
History	Ancient Egypt  • the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Egypt.		<ul> <li>the Roman Empire and its impact on Britain</li> <li>Effects of Mt Vesuvius eruption over Pompeii</li> </ul>		welcome to Bedrock  t changes in Britain from the Stone Age to the Iron Age Examples (non-statutory) This could include: late Neolithic hunter-gatherers and early farmers, for example,	



					<ul> <li>Bronze Age real</li> <li>and travel, stone</li> <li>Iron Age</li> </ul>	a Brae eligion, technology for example, henge hill forts: tribal ng, art and culture
Art & Design	Hieroglyphics	<ul> <li>about great artists, architects and designers in history.</li> <li>Papyrus paper</li> </ul>	drawing, painti with a range of	hniques, including ng and sculpture materials [for il, charcoal, paint,	• to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials - clay  Cave drawings-	<ul> <li>about great artists, architects and designers in history.</li> <li>Stonehenge investigation</li> </ul>
				T	clay	
Design Technology Design Make Evaluate (within each unit)	<ul> <li>Cooking and nutrition</li> <li>understand and apply the principles of a healthy and varied diet</li> <li>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</li> <li>understand seasonality, and</li> </ul>				strengthen, stiffer more complex so understand and systems in their example, gears, levers and linkage.	tructures use mechanical products [for pulleys, cams,



	know where and how a variety of ingredients are grown, reared, caught and processed.  Cooking- Egyptian bread					
Music  • play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression  (choir, performances)	develop an understanding of the history of music.     Ancient Egypt- instruments then and now		appreciate and understand a wide range of music from different traditions and from great composers and musicians Holst- Mars (volcano music)	use and understand staff and other musical notations  Reading musicscore	range of purpos	compose music for a les nents- Stone Age
Science	Bubbles (Y4) Water cycle/ changing states	Living things in their environment- digestion/ adaptation (Y4)	Rocks (Y3)	Animals and Humans Nutrition/ skeletons (Y3)		Living things in their environment- digestion/ adaptation (Y4)
	Unit 3.1	Unit 3.2 We are	Unit 3.3 We are	Unit 3.4	Unit 3.5 we are	Unit3.6 we are
	We are programmers	bug fixers	presenters	We are network engineers	communicators	opinion pollsters
Computing	Programming	Computational thinking	Creativity	Computer networks	Communication and collaboration	Productivity.
	Unit 4.1 We are	Unit 4.2 we are toy designers	Unit 4.3 we are musicians	Unit 4.4 We are HTML	Unit 4.5 we are co-authors	Unit 4.6 we are meterologists
	software			editors		



	developers	Computational	Creativity	Computer	Communication	Productivity.
	Programming	thinking		Computer networks	and collaboration	
PE	,	astics skills		volcano) -Netball, Hockey	Athletics Tennis Rounders	
RE	Who was Jesus and why do people follow him? Harvest: Belonging to each other		What makes the bible sacred, what does it tell us and how is it used?		What do Christians believe God is like and how does believing in God influence other people's lives?	
PSHE	Mental Health- Y4					
MFL	Greetings Family members	Numbers	,	the week nths	_	ods the body