

Year 3 and 4

		Year A			Year B		
	Two year Overview	Houses and Homes	Jurassic Coast	Romans	Tudors	The Zoo	Mexico
English		Following the New National Curriculum					
Maths		Following the New National Curriculum					
Science	<p>Biology</p> <ul style="list-style-type: none"> -Plants, including parts, lifecycle and requirements for life -Animals / skeletons and nutrition -Classify living things -Digestive system and teeth -Food chains <p>Chemistry</p> <ul style="list-style-type: none"> -Classification of rock types / understanding of fossilisation -Changes of state -Water cycle <p>Physics</p> <ul style="list-style-type: none"> -Sources of light; shadows and reflections -Simple forces, including magnetism -Sounds as vibrations -Electricity ; simple circuits & conductors 	<p>Electricity</p> <ul style="list-style-type: none"> -common appliances -constructing circuits, identifying and naming parts -whether or not a bulb will light -recognise conductors and insulators <p>Sound</p> <ul style="list-style-type: none"> -how made -recognizing vibrations travel through medium to ear -patterns between pitch and features of objects -pattern between volume and strength of vibration -sounds getting fainter/ distance 	<p>Rocks</p> <ul style="list-style-type: none"> -Compare and group together different types of rocks/ physical properties -How fossils are formed -Recognising soils made from rocks and organic materials 	<p>Forces and Magnets</p> <ul style="list-style-type: none"> -Compare how things move -Some forces need contact / magnets can act from distance -Magnets attract and repel/ attract some materials -Compare groups magnetic / non-magnetic -Magnets have two poles - Predicting whether magnets attract / repel depending on poles 	<p>States of Matter</p> <ul style="list-style-type: none"> -Compare and group materials / solids, liquids or gases -Some materials change state when heated/cooled -Measure or research the temperature in degrees Celsius - Evaporation and condensation in water cycle / rate of evaporation with temperature 	<p>Living Things and their habitats</p> <ul style="list-style-type: none"> -Living things grouped in various ways -Classification key/ identify and name living things -Recognise that environments change/sometimes pose dangers <p>Animals, including humans</p> <ul style="list-style-type: none"> -Right type and amount of nutrients from what animals and humans eat -Skeletons and muscles -Digestive system in humans -Teeth in humans and functions -Construct and interpret food chains, identify producers, predators and prey. 	<p>Plants</p> <ul style="list-style-type: none"> -Functions of parts of flowering plants -Requirements of plants for life and growth and how they vary. -Transportation of water in plants -Part that flowers play in life cycle of flowering plants <p>Light</p> <ul style="list-style-type: none"> -Light to see/ dark is the absence of light -Light reflected on surfaces -Light of sun can be dangerous/ protect eyes -Shadows formed -Ways shadow change

History	<p>British History -Stone Age to Iron Age -Roman Empire & impact on Britain</p> <p>Broader History Study -A local history study -Earliest ancient civilisation</p>	<p>-Local history study -History of the School</p>	<p>-Changes in Britain from the Stone Age to the Iron Age</p>	<p>-The Roman Empire and its impact on Britain</p>	<p>-Aspect /theme in British History beyond 1066/ Tudors</p>	<p>-Local history of local zoos/ animal sanctuaries/ zoologists.</p>	<p>Non-European society contrasting to British History -Aztec civilisation</p>
Geography	<p>-Locate world's countries, focussing on Europe & Americas/ focus on key physical & human features -Study a region of the UK (not local area) -Use 8 points of compass, symbols & keys -Describe & understand climate, rivers, mountains, volcanoes, earthquakes, water cycle, settlements, trade links etc -Use fieldwork to observe, measure & record</p>	<p>-Fieldwork to observe, measure, record and present features in local area</p>	<p>-Physical geography / mountains, volcanoes and earthquakes -Name and locate counties and cities of the United Kingdom and key features</p>	<p>-World countries focusing on Europe -Environmental regions / physical and human characteristics/ major cities -Human geography/ settlements/ land use/ economic activity</p>	<p>-Use maps, atlases and digital/ computer mapping to locate countries and describe features -Use the 8 point compass, four and six figure grid references, symbols and key</p>	<p>-Identify the position of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, Tropics of Cancer/ Capricorn, Artic/ Antarctic Circle</p>	<p>-World countries focusing on the Americas -Environmental regions / physical and human characteristics/ major cities</p>
Art and Design	<p>-Use sketchbooks to collect, record and evaluate ideas -Improve mastery of techniques such as drawing, painting and sculpture with varied materials -Learn about great artists, architects & designers</p>	<p>-Escher (abstract art) /tessellation -Landscapes -Observational drawing / building / arches -Perspective -3D pictures</p>	<p>-Making plaster fossils -Sea scapes -Cave paintings -Printing</p>	<p>-Oil lamps -Mosaics -Busts / soap sculptures</p>	<p>-Portraits -Maps -Country flags</p>	<p>-Sketching animals -Animations -About artists</p>	<p>-3D map -Clay Olmec heads -Day of the Dead -Gods eye -Sunsets and silhouettes</p>
Design and Technology	<p>-Use research & criteria to develop products which are fit for purpose -Use annotated sketches and prototypes to explain ideas -Evaluate existing products and improve work -Use mechanical systems in own work -Understand seasonality; prepare & cook mainly savoury dishes</p>	<p>-Making a house with electrical circuits</p>	<p>-Make dinosaur linked with ICT</p>	<p>-Viaducts -Water wheels</p>	<p>-Ships -Tudor food -Marble maze</p>	<p>-Pop up characters /pneumatics</p>	<p>-Mexican food</p>
Computing	<p>-Design & write programs to achieve specific goals, including solving problems -Use logical reasoning -Understand computer networks -Use internet safely and appropriately -Collect and present data appropriately</p>	<p>e-Safety Programming</p>	<p>Computational Thinking</p>	<p>Computer Networks</p>	<p>e-safety Programming</p>	<p>Computational Thinking</p>	<p>Computer Networks</p>

Music	-Use voice & instruments with increasing accuracy, control and expression -Improvise & compose music -Listen with attention to detail -Appreciate wide range of live & recorded music -Begin to develop understanding of history	-Music express -Basic skills part singing (Carols)	-Music Express -Music appreciation	-Music Express -Music chronology	-Music express -Tudor music /instruments	-Music express -Composition /animal music -Carnival of the animals	Music Express -Mexican Music
PE	-Use running, jumping, catching and throwing in isolation and in combination -Play competitive games, modified as appropriate -Developing flexibility & control in gym, dance & athletics -Compare performances to achieve personal bests	Plans followed by Mrs Brookes and Mrs Taylor.	Plans followed by Mrs Brookes and Mrs Taylor.	Plans followed by Mrs Brookes and Mrs Taylor.	Plans followed by Mrs Brookes and Mrs Taylor.	Plans followed by Mrs Brookes and Mrs Taylor.	Plans followed by Mrs Brookes and Mrs Taylor.
RE	-Use locally agreed syllabus	Sikhs / Jesus	Bible Stories / Hinduism	Prayers/ Beliefs and customs	Harvest / Advent and Christmas	Muslims / Easter	Mosques / Christian Beliefs
MFL	-Listen & engage -Ask & answer questions -Speak in sentences using familiar vocabulary -Develop appropriate pronunciation -Show understanding of words & phrases -Appreciate stories, songs, poems & rhymes -Broaden vocabulary	Multicultural Week	Set 3		Multicultural Week	Set 4	