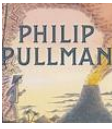
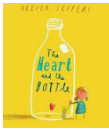
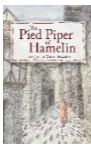
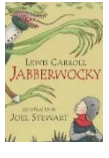
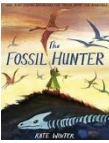
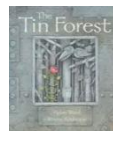
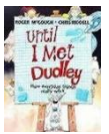
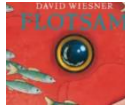
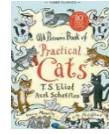
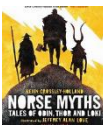
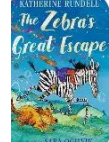
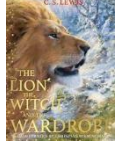


Year 3 & 4 Curriculum Map Cycle A

	Autumn		Spring		Summer							
Reading	The Heart and the Bottle The Firework Maker’s Daughter	 	Varmits The Iron Man	 	The Selfish Giant Black Dog	 	The Pied Piper of Hamlin Riddle of the Ruins	 	The Wild Robot Jabberwocky	 	The Last Firefox The Fossil Hunter	 
English Writing inspired by Texts	The First Drawing The Tin Forest	 	The Matchbox Diary Until I Met Dudley	 	Flotsam Westlandia	 	The Ever-Changing Earth Poems from a Green and Blue Planet	 	Norse Myths Old Potassiums Book of Cats	 	The Lion, the Witch and the Wardrobe The Zebra’s Great Escape	 
Maths	Place Value, Addition & Subtraction, Multiplication & Division		Multiplication & Division, Length, Perimeter & Area, Fractions, Decimals		Decimals, Time, Statistics, Position & Direction							
Science	Energy: Light and shadows Exploring the link between light and darkness, observing reflections and investigating different factors that affect shadows.		Animals including humans: Movement and nutrition Exploring the role of skeletons and muscles, learning how the body uses energy and balanced diets.		Materials: Rocks and soils Exploring the physical properties of rocks and soils and fossil formation.		Animals including humans: Digestion and food Exploring the digestive system and comparing diets of different animals as part of a food chain.		Energy: Electricity and circuits Exploring electrical components and conductivity through circuit building and real-life applications.		Making connections: How does food affect muscle fatigue? Exploring the relationship between food consumption and muscle fatigue through scientific enquiry.	
RE	What does pilgrimage mean to individuals and communities? Exploring the meaning and importance of pilgrimages by explaining beliefs, experiences, rituals and spiritual significance, while comparing religious and non-religious journeys.		Which worldview communities can we find in our neighbourhood? Investigating the different religious and worldview communities within their school and local area, exploring their contributions, identities and how these communities have changed over time.		The Lion, the Witch & the Wardrobe (School Designed Unit) Exploring themes of truth, belief, symbolism and community through the story of Narnia, considering how characters, experiences and objects can be interpreted in different ways, including from a Christian perspective.							
Geography			Why do people live near volcanoes? Learning about the structure of the Earth and the consequences of living near volcanoes.				Why are rainforests important to use? Developing an understanding of biomes, ecosystems and the tropics.				Where does your food come from? Looking at the distribution of the Earth’s biomes and mapping them.	
History	Would you have preferred to live in the Stone, Bronze or Iron Age? Using archaeological evidence to find out about the past.				Why did the Romans invade and settle in Britain? Investigating why the Romans invaded Britain and the legacy they left behind.				Why changed in Britian after the Anglo-Saxon invasion? Developing an understanding of Anglo-Saxon beliefs and the spread of Christianity.			
Computing	Computing systems and networks: Networks Developing an understanding of computer networks by learning how devices communicate.		Data handling: Comparison cards databases Exploring the concepts of sorting and filtering by learning about records, fields and data.		Computer systems and networks: Journey inside a computer Exploring how computers work by role-playing different computer parts and creating models.		Computer systems and networks: Collaborative Learning Developing collaborative working skills through using online software to create and share digital content.		Data handling: Investigating Investigating how weather data is gathered, recorded and used to create forecasts.		Skills showcase: HTML Investigating how websites are created by exploring HTML and CSS code.	
	Online Safety											
Art	Painting and mixed media: Prehistoric painting Discovering how and why our ancient ancestors made art, experimenting with natural materials.				Sculpture and 3D: Abstract shape Transforming 2D card shapes into 3D structures and sculptures; exploring abstract shapes and space, developing skills in constructing 3D objects				Painting and mixed media: Light and dark Developing their colour-mixing skills, pupils use shades and tints to show form and create three dimensions in their paintings.			
Design & Technology			Mechanical Systems: cars Making and designing mechanical cards that use different methods of movement.				Textiles: fastenings Analyse and evaluate range of existing fastenings in order to design your own.				Cooking and Nutrition: Adapting a recipe Adapting an existing biscuit recipe in order to meet a design brief.	
PSHE	Connecting with others: What helps us feel safe and included?		The online world: How should we communicate online?		Citizenship: What careers do people choose and why?		Staying safe: What signs help me recognise what is safe or unsafe?		Connecting with others: How can we respect each other?		The online world: How can we decide what to trust online?	
French	French greetings with puppets		French adjectives		Birthday celebrations		Colourful creatures		Fabulous French food		Gourmet tour of France	
Music	Creating composition in response to an animation – Mountains		Rock and roll		Adapting and transposing motifs (Theme: Romans)		Body and tune Percussion (Theme: rainforest)		Jazz		Samba and carnival sounds – South America	
PE	Netball, Dodgeball		Hockey, Gymnastics		Basketball, Dance		Handball, Athletics		Swimming, Archery		Swimming, Golf	

