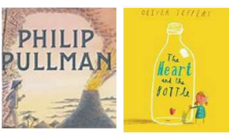
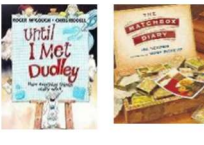


Year 3 & 4 Curriculum Map Cycle A

	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 Hamelin 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 Britain after the Anglo-Saxon invasion? Developing an understanding of Anglo-Saxon beliefs and the spread of Christianity.	
Computing	Programming Scratch Exploring scratch by programming an animation, learning new coding concepts, testing and debugging.	Computing systems: Connecting Devices Exploring computers, components and peripherals, including how devices connect and work together.	Further coding with Scratch Programming a game using variables and sensors, debugging to solve problems.	Computer systems: Connecting Networks Exploring how local networks connect to the internet and how people use the World Wide Web.	Creating: Video Trailers Creating digital media by combining images and videos to produce a short trailer.	Data handling: Investigating Investigating how weather data is gathered, recorded and used to create forecasts.
	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