Curriculum Overview for Years 3 & 4 – Cycle Year B: 2019-20



Er	nglish	Mathematics		Science		
•	Develop spoken language including: asking and answering relevant questions, articulating and justifying their answers building vocabulary role-play, performance, debate and discussion Develop reading through: applying knowledge of root words, prefixes and suffixes enjoying a broad range of texts, including learning poems by heart and performing them drawing inference, such as characters' feelings, thoughts and motives retrieving, recording and summarising information Develop writing through: planning, drafting, evaluating and editing longer texts for real and imagined purposes organising writing into paragraphs around a theme, or using headings and sub-headings and other organisational devices developing knowledge of grammar and punctuation increasing the legibility, consistency and quality of a joined script spelling a wide range of words including those which are commonly mis-spelt and further homophones and irregular plurals	 Develop understanding of numbers and the number system by counting in steps of different sizes, understanding place value of a 4-digit number; reading and writing numbers to 1000 Solve problems involving addition and subtraction with numbers up to 4-digits Check work with the inverse operation Solve problems involving multiplication and division Recall and use multiplication and division facts for multiplication tables up to 12 x 12 Solve problems involving non-unit fractions where the answer is a whole number Explore equivalent fractions and compare numbers with up to two decimal places Calculate area and perimeter of rectilinear shapes Convert between analogue and digital time in both the 12- and 24-hour clocks Solve problems involving measures, time and money, converting between different units Recognise and describe the properties of geometric shapes, including different triangles and quadrilaterals Describe and plot position on a co-ordinate grid in the first quadrant Interpret and present discrete and continuous data 		their scientifi Contexts for Living th End of the context of th	 explore and use classification keys to help group, identify and name a variety of things recognise that environments can change and that this can impact living things Forces and magnets compare how objects move on surfaces observe how magnets attract or repel each other and attract some materials but not all Sound identify how sounds are made, associating some of them with something vibrating find patterns between pitch and volume States of matter compare and group materials by their state observe that some materials change state Plants revise and deepen knowledge of the requirements of plants for life and growth Animals including humans 	
PE	RE RE		PSHCE		French	
•	Hand Apparatus Dance: "Cold Places" & "Machines" Invasion Games: Rugby & Basketball Striking and fielding games: Cricket Net Games: Tennis Muslims Islam: Be Is it fair? The Chur Why do	hy is prayer important to ? eliefs and Practices rch Year: Easter people go on pilgrimages? n: Beliefs and Practices	 Rights, Rules and Responsi Anti-Bullying Sex and Relationships Educe Healthy Lifestyles Drug Education Financial Capability Managing Risks 		 Daily routines Sports and Activities Parts of the body He and she Weather Clothing Au café 	

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Cornerstones Cross-Curricular Projects										
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
ILP	<u>Urban Pioneers</u>	Traiders and Raiders	Gods & Mortals	Road Trip USA!	Flow	1066				
Subject focus	Art & Design	History	History	Geography	Geography	History				
Memorable experience	Bus trip to town	Make sailing boats	Meet Zeus	Visit' 14 US States	Visit a local stream or river	Meet Harold Godwinson				
Innovate challenge	Make public art	Trade fair	Pandora's Box	Plan a family holiday	Investigate a pollution outbreak	A castle for King William				
English text types	Discussion texts Poetry	Narrative Non-chronological reports	Myths and Legends Instructional writing	Narrative – Folk tales Recount and diaries	News reports Narrative	Poetry Scripted interviews				
Art & Design	Sculpture; Photography	Patterns and print making; Sketch books	3-D sculpture; Greek art and design	Native American dream catchers; Weaving; Journey sticks	Painting	The Bayeux Tapestry; Drawing; Embroidery				
Computing	Presenting information	Animation; Digital images	Using presentation software	Collaborative databases and spreadsheets; Using logical reasoning; Writing programs; Effective online research;	Online research and communication	Searching the web; Online maps; Creating presentations				
D&T	Structures	Jewellery and weapon making; Models of Anglo- Saxon homes; Clay rune stones	Moving parts; Model making	Preparing US dishes; Model making; Totem pole design	Mechanical systems; Structures	Making Norman helmets; Designing drawbridges and castles; Making a Domesday book				
Geography	Volcanoes and earthquakes	Using maps; Settlements; Europe	Ancient and modern day Greece; Geographical features; Using maps	Using world and US maps; Human and physical geography	Using maps; Fieldwork; Water cycle; Human and physical features; Rivers of the world; Counties and cities of the UK	Human and physical features in the local area				
History	Ancient Rome - Pompeii	Anglo-Saxons and Vikings	Ancient Greece	Native Americans		1066 - The Norman Conquest				
Music		Singing and composing lyrics		Traditional and cultural music		Songs and Performing				

This is a summary of the work completed in Years 3 & 4; further detail can be found in the relevant sections of the National Curriculum in England.